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PSM2

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Z.O.E.

EXCLUSIVE REVIEW!

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DEVIL MAY CRY
MGS2

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March 2001 **Issue #07** £3.99

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PlayStation.2

NEW GAMES!

EVERY PLAYSTATION 2 GAME IN THIS ISSUE OF PSM2

ZONE OF THE ENDERS: We're first with the game that everyone's talking about – Hideo Kojima's first PlayStation 2 epic!

PSM2 COVER GAME PG18

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What PSM2 stands for...

If you're reading this, you, like us, clearly give a damn about the little details. It's that level of detail which PSM2 is all about. We want to show you what it's like to feel the rain on the screen in *Metal Gear Solid 2*, watch the sun set on your village in *Dark Cloud*, and floor an Audi TT around central London in *The Getaway*. PSM2's all about cracking 268 in *Tekken Bowl*, getting a review score totally *right*, staying up too late and the brilliance of THAT blue light. It's your fat-free guide to the Emotion Engine experience.

What PSM2 isn't about, is piss-poor, seen-it-before features on girls 'n' games or game violence. It's not about *those Japs* being mad or D-list celebrities playing some random title. Instead, we'll cut out the usual clichéd trash and get on with the stuff that matters to PS2 people.

We know more than anyone else about PS2 and PS2 gaming, and all the journalists that write for the magazine are the most informed and passionately honest game fans you'll meet. PSM2 plays longer, harder, faster than any other mag. You won't be bored for a second.

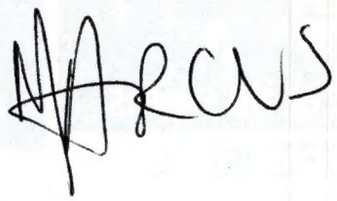
WHAT A FANTASTIC MONTH FOR PS2. ALTHOUGH IT MIGHT NOT SEEM LIKE IT JUST NOW...

There's been a lot of very negative comments knocking around about the DVD capabilities of PlayStation 2, and the fact that some machines have suffered teething problems – one's that really should have been identified and rectified a long time ago. The mainstream media's had a field day – The Sun with its biting front page report, and Watchdog with its infamous poll.

But from a gamer's point of view, things are really beginning to get moving. Take our cover game this issue for instance. *Zone of the Enders* shows quite clearly that PlayStation 2 is up to the job when fed high quality, cutting edge software. This is what PS2 gaming should be about – original titles that push the boundaries of action and emotion. Turn to pg 18 for the verdict.

PSM2 also got an exclusive behind-the-scenes look at one of the year's most anticipated games this month. *The Getaway* is another hugely promising title, blending gritty, violent action with cinematic production values. The team creating it are hugely ambitious, something which means they're pushing the machine to its limits.

So delve into the issue. With a packed reviews section, thrilling collection of previews and essential tips, it's a rollercoaster ride. **PSM2**



Marcus Hawkins Editor
marcus.hawkins@futurenet.co.uk

IN A NUTSHELL

PSM2 is...

... intelligent, enthusiastic, comprehensive, escapist, entertaining. Japanese savvy, it's written and read by committed gamers and is passionately honest about PlayStation 2. It also likes to make its readers laugh out loud.

PSM2 is...

... the place to come for the quirky and non-mainstream side of PlayStation 2, as well as the big name games. It knows as much about *Baki the Grappler* as it does about *Tekken Tag* – if you read PSM2 you *will* know more.

PLAYSTATION®2 MAGAZINE

PSM2

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PLAYING PS2 LONGER, HARDER, FASTER

タテイスカンチニシミモ

PSM2 COVER GAME

Z.O.E: "*Z.O.E.* captures all the excitement of a laser-rattling Manga movie, yet plays as intuitively as, say, *DOA2*."

PAGE 18 ZONE OF THE ENDERS

We exclusively review the first PS2 title to come from the creative powerhouse that is Hideo Kojima. But does the game live up to the high expectations raised by its sumptuous visuals? Find out now on page 18...

DEVIL MAY CRY ..... PAGE 40
Brand new images of Capcom's gothic slaughterhouse.

STAR WARS: STARFIGHTER ..... PAGE 06
We go hands-on with LucasArts' epic space opera.

GRAN TURISMO 3 ..... PAGE 30
Pushed back to June but still looking outstanding.

FINAL FANTASY 10 ..... PAGE 36
Our first look at Square's most beautiful *Fantasy* ever.

UNREAL TOURNAMENT ..... PAGE 68
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SHADOW OF MEMORIES ..... PAGE 76
Find out if we're having the time of our lives.

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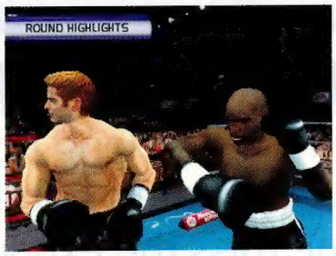
Volition's fantasy RPG conjures up a few surprises.



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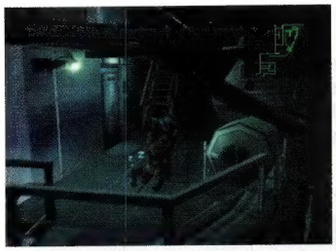

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Volition warm up the market prior to the launch of *Red Faction* with this tasty slice of fantasy RPG.

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ISSUE #07
Z.O.E LAUNCHES IN JAPAN...
With *Zone Of The Enders* we're finally starting to see just what PS2 is capable of when in the hands of those that pushed its predecessor to it's limits. Dig in to get8 and see for yourself...

DEFINING MOMENT

THAT SPARK OF GENIUS THAT CAN ONLY BE PS2...

#07: HANDS-ON WITH STAR WARS: STARFIGHTER

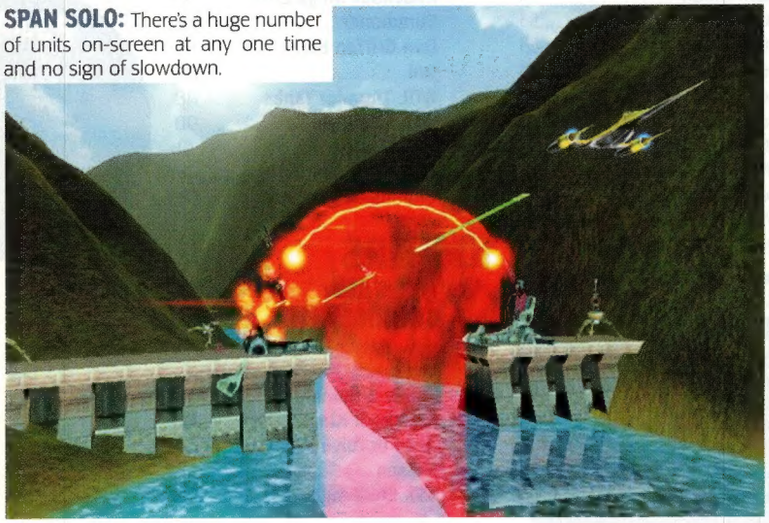
We've hankered after a chance to play this game for so long now that there was an incredible sense of tension when the code finally arrived in the office. Was all the hype about to go belly up? Would the game miss the exhaust port and fizzle like just another *Rebel Assault 2*? Or were we about to experience the realisation of all those childhood dreams set alight by Mr Lucas in 1977?

- **Name** Jonathan Bryant
- **Age** 31
- **Occupation** Deputy Editor, PSM2 Magazine
- **Why is this the Defining Moment of PlayStation 2 for you this month?**

Well, the fear of failure didn't dissipate within the first moments of gameplay that's for sure, as the training level left us wary of what was to come. The handling of the N-1 Starfighter as you slipped through a series of canyons was, frankly, unenticing, while the challenge of taking out Trade Federation drones did little to conjure up the galactic fire-fights of the films. But as soon as the missions opened out from this early, constrictive start we realised that the gentle introduction was all about making the subsequent conflict as big, bold and cinematic as possible. Within minutes enemy lasers were glancing off our shields leaving behind plumes of iridescent light, while droid hover-tanks attacked stricken Republican forces beneath us. We found ourselves twisting and banking to avoid hostile fire, the controls an effortless transmission of our intentions as the shouts of our wingmen mixed with the cries of the dying. Our R2 unit whistled and beeped in our coms and yet another glorious landscape opened up to the blue trajectories of our secondary weapons. It was here that we paused, caught our breath and agreed among ourselves that this game truly lives up to the potential presented by PS2's sophisticated workings. You see it's all about games like this making you forget where you are as you play, and if ever there was a title that embodied Sony's concept of the Third Place, this is it.

It sounds outstanding, but is it really anything more than a mission-based shoot-em-up?

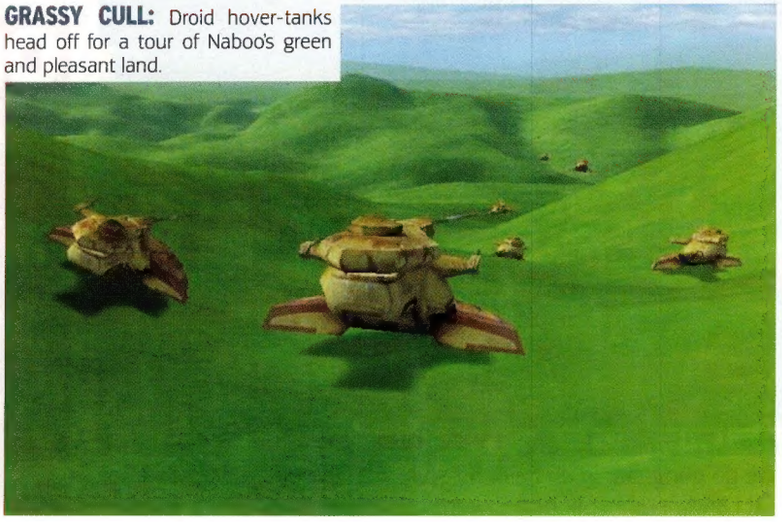
The action takes place somewhere between the end of Episode 1 and the start of Episode 2 which sets you up as an integral part of a kicking and screaming conflict that's going off all around you. Get involved and your actions can actually sway the balance of power. Sit back and everyone else will attempt to fulfil their AI objectives while they berate you for doing nothing. It's details like these – plus the promise of 14 beautifully rendered environments, 16 missions and over 50 enemy vehicles – that cause us to get all flustered and beg for the review code on a daily basis. We love you Mr Lucas, and forgive you all your Jar Jar sins. Roll on April. **PSM2**



SPAN SOLO: There's a huge number of units on-screen at any one time and no sign of slowdown.

PARANOID ANDROID: One of the robot controlled Trade Federation starfighters heads groundwards.

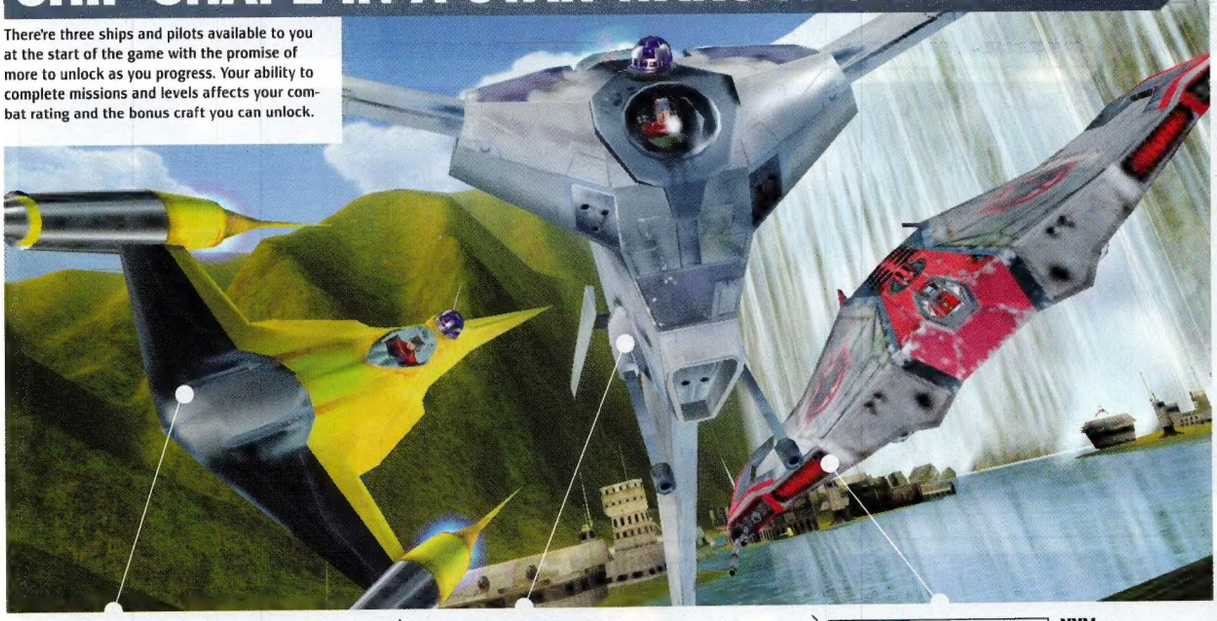
TUNNEL OF LOVE: It may be Episode 1, but that doesn't mean you miss out on some Death Star-style thrills.



GRASSY CULL: Droid hover-tanks head off for a tour of Naboo's green and pleasant land.

SHIP SHAPE IN A STAR WARS FASHION

There're three ships and pilots available to you at the start of the game with the promise of more to unlock as you progress. Your ability to complete missions and levels affects your combat rating and the bonus craft you can unlock.



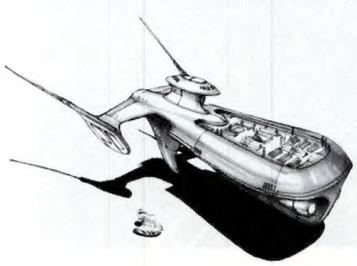
RHYS DALLOWS
A hot-shot rookie who flies his N-1 Starfighter as part of Naboo's royal squadron. His ship is highly manoeuvrable armed with lasers, photon torpedoes and a cockpit behind the pilot where your helpful Astromech unit lives.

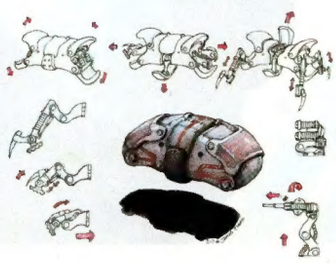
VANA SAGE
A mercenary expatriate of Naboo, who currently works for the government of her homeworld. Her ultra fast Guardian Mantis has the benefit of some advanced tracking devices as well as a useful stealth mode.

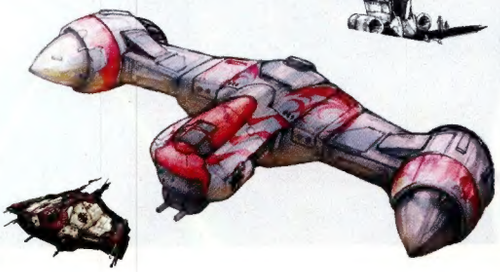
NYM
A member of the dispossessed Feeorin people, Nym is an alien pirate whose Havoc fighter-bomber provides him with heavy shielding, a rotating gun turret and the ability to attack ground targets of any size.

HOW IT ALL BEGAN...

The 50 or so craft that hurtle about the skies of Starfighter all started their life as concept art produced by an army of illustrators who work for LucasArts. And with names like Protector, Scarab and Dagger you just know you're going to be in a whole world of pain when you finally encounter them.







STAR TRACK

Want to know who's who in the electronic world of Star Wars? Ever wondered about the direct lineage that lead to the creation of the sumptuous Starfighter? Well, here are the hard facts...

1977
Star Wars (Movie)

1979
The Empire Strikes Back (Movie)

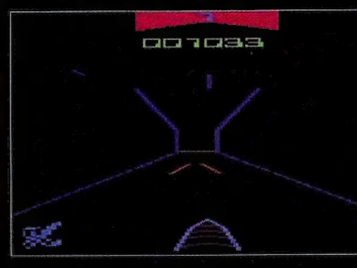
1982
Star Wars: Jedi Arena (Atari VCS/2600)

1983
The Return of the Jedi (Movie)
Star Wars (Arcade)
Return of the Jedi: Death Star Battle (Atari VCS/2600/5200)
Return of the Jedi: Ewok Adventure (Atari VCS/2600)
The Empire Strikes Back (Atari VCS/2600 & Intellivision)

1984
The Return of the Jedi (Arcade)
Star Wars: The Arcade Game (Atari VCS/2600 & 5200)
Star Wars (Commodore 64)

1985
The Empire Strikes Back (Arcade)
Empire Strikes Back (Commodore 64)

1986
Star Wars (Atari 400/800/XL)
The Empire Strikes Back (Atari 400/800/XL)
Star Wars (Spectrum 48k)



1987
The Empire Strikes Back (Spectrum 48k/128k)

1988
Star Wars (Atari ST)
The Empire Strikes Back (Atari ST)

1989
Return of the Jedi (Atari ST)

1990
Star Wars (Sega Master System)

CONTINUED OVER PAGE...

DEFINING MOMENT

THAT SPARK OF GENIUS THAT CAN ONLY BE PS2...

MISSION LINKS

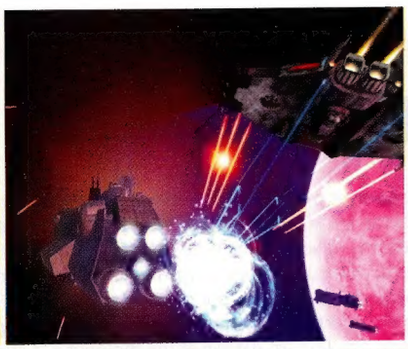
We got to tussle with eight of the final 16 missions in Starfighter, all of which left us with white knuckles and seriously battered DualShock 2s. Here's a complete overview of what you can expect to encounter when the game launches in April.

TRAINING: The first mission sees you guiding the N-1 Starfighter down a canyon, taking out any Trade Federation drones you encounter.

ESCORT: One of the Republic's freighters needs to be escorted through hostile territory while remaining below enemy radar.

NABOO ATTACK: The energy shield is weakening so it's up to you to take down as many enemy fighters as you can before it collapses.

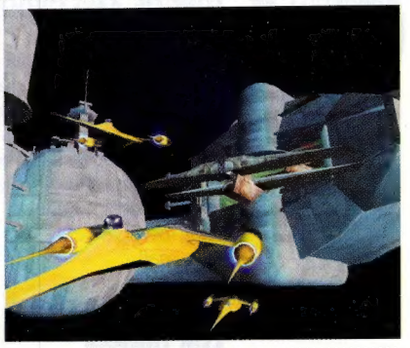
GOING ORBITAL: The Federation increase their assault which leads to you, and a group of transports, engaging them in orbit.



FREIGHTER DEFENCE: One of the Republic's transporters has strayed into a host of droid fighters. It's up to you to support them.

TATOOINE GROUND ASSAULT: A Republican cruiser is defending itself against an attack from heavy speeder bikes and battle tanks.

VOLCANIC WORLD: Part aerial attack, part bombing run, this levels tests the Havoc to its limits in both handling and defence.



DROID CONTROL SHIP: As in The Phantom Menace, you get to fly your N1-Starfighter right into the heart of the Federation's command centre.

ALMOST THERE...

The control system you use to steer all three of your craft lends itself well to the DualShock 2 allowing you to concentrate upon the on-screen action.

L1 Button: Zoom in sniper mode.

R2 Button: Thrusters.

△ Button: Allows you to cycle between designated targets.

L1 Button: Fire primary weapon.

○ Button: The fire button for your secondary weapons.

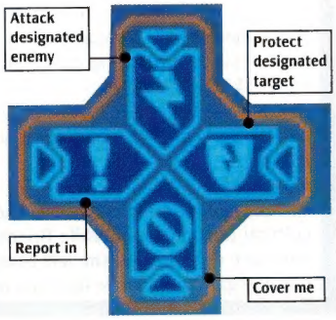
L2 Button: Air brakes.

⊗ Button: The fire button for your primary weapons.

□ Button: Designate a target when it's in your sights.

YOU CAN FLY MY TAIL ANY DAY

One of the best elements of the game is controlling your wingmen. A quick dab of the D-pad and they'll yell confirmation before carrying out your orders to the letter.



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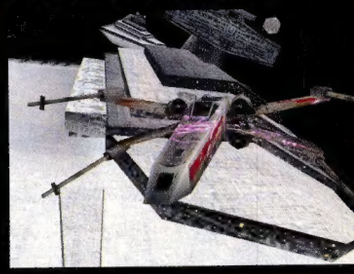
1991
Star Wars (NES)
The Empire Strikes Back (NES)

1993
Super Star Wars (Super NES)
Super Empire Strikes Back (Super NES)
X-Wing (PC/Mac)
B-Wing (PC)
X-Wing Imperial Pursuit (PC)
X-Wing Tour of Duty (PC)
Rebel Assault (PC/3DO/Sega 32X/CD)
Star Wars: The Arcade Game (Sega 32X)
Star Wars: Chess (Sega 32X)



1994
TIE Fighter (PC/Mac)

1995
Dark Forces (PC)
Rebel Assault 2 (PC)

1997
Masters of Teras Kasi (PlayStation)
Rebel Assault 2 (PlayStation/Mac)
Dark Forces 2: Jedi Knight (PC)
Shadows of the Empire (PC)
X-Wing versus TIE Fighter (PC)
Balance of Power (PC)
Yoda Stories (PC)
Dark Forces (PlayStation/Mac)

1998
Jedi Knight: Mysteries of the Sith (PC)
Star Wars: Rebellion (PC)
Rogue Squadron (PC)
X-Wing Collector Series (PC)

1999
X-Wing Alliance (PC)
Star Wars: Episode 1: The Phantom Menace (Movie)
Star Wars: Episode 1: The Phantom Menace (PC/PlayStation)
Star Wars: Episode 1 Racer (PC)
The Gungan Frontier (PC)

2000
Force Commander (PC)
Star Wars: Episode 1: Jedi Power Battles (PlayStation)

2001
Star Wars: Starfighter (PS2)
Super Bombad Racing (PS2)

LETTERS

THE LOUDEST VOICES IN THE PLAYSTATION 2 UNIVERSE

FIRST FOR PLAYSTATION 2
PSM2
PLAYED IT! MGS2
SNAAAAKE! We're first to test the biggest game in history
PLAYING PLAYSTATION 2 LONGER
GT3 SPECIAL!
EXCLUSIVE: Track-by-track guide to the best looking racer ever!
38 PAGES OF NEW GAMES
REVEALED: Formula One 2001, Bloody Roar 3, GTA3, Dark Cloud
REVIEWED:
Armored Core 2
Cool Boarders: Code Alien
Dance Summit 2001
Donald Duck: Quack Attack
New DVD Movies
ONLY IN PSM2
23 pages of the only PS2 reviews that count!
106 of the hottest tips for the toughest titles, including TimeSplitters, SSX, DOA2 and Tomb Raider: Next Gen!
EXCLUSIVE!
THE BOUNCER
FIRST EVER REVIEW! Tekken meets The Matrix – we bloody our knuckles with Square's jaw-dropping fighter!
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PSM2#06: Dribbling with gratitude? Gutted? Fed up? Delirious with happiness? Let us know.

STAR LETTER

CON, AIRED...

Dear PSM2

I had to jump through hoops to get my PS2 – time off work, deposit, filling in forms, waiting... and more time off work – and how do Sony reward me for all my devotion? They provide me with one of the worst DVD playback capabilities possible. So, what exactly are my options here? Is there a contact point at Sony I can complain to? Will PSM2 ever cover these issues, or are you just sucking up to Sony to get the latest new games?

Don't get me wrong, the games are great – but I wanted my PS2 to be so much more – after all, Sony's ad campaign did bang on about it being an entertainment system, rather than just a game's console. Their 'emotion' campaign was great – unfortunately, the only emotion I'm getting at the moment is a strong sense of frustration with Sony.

Brian Roscoe

Wirral

You'll find no suckers here, Brian. We've expressed our dismay with the misleading way in which Sony sold PS2's DVD function to people like yourself, and believe us, we've a mass of similar missives from those who're equally as aggrieved. The original intention of the DVD was as a 'gift' to those who had stuck with Sony – lovely idea, and one we wholeheartedly commended, but it's just a shame they botched it up. What you have to remember is that Sony, like so many of the world's multi-nationals, would be nothing without you. The moment they forget that, people'll look elsewhere and then, as the technical jargon so succinctly puts it, they'll be stuffed. We suggest you let them know – Sony do read PSM2...

This is your chance to air your views on the hot potato of the moment – delayed titles. Can you wait that little bit longer for perfection? Or not?

Write to:
Letters, PSM2, Future Publishing Ltd, 30 Monmouth Street, Bath BA1 2BW

HAPPY CAMPER

Dear PSM2

I managed to get hold of a PS2 which I'm now using as my DVD player, and I've had no problems with it. Sony have supplied a top console compatible with PS2 and PSone games, CD and DVD, which, as long as you're hooked up to a decent sound system, is brilliant. Thanks, Sony.

Matthew Noakes

Birmingham

Swings... and bleedin' roundabouts. What's it all about, eh?

YOUR CHEATING ARSE

Dear PSM2

As I've gone to the trouble of posting my *SSX* snowboard competition scores, I thought you'd let me indulge you with this observation.

In the Andean mountains of Peru there're ancient ruins at a site called Macha Pichu... *[this then goes on, a lot, in some quite evocative prose, to describe a back-breaking climb to this archeological attraction, while explaining that there's a pleasant cable car alternative to this murderous trek]*... To truly appreciate one of the Wonders of the World there's only one way to get there, and it isn't by letting the train take the strain.

In PSM2#05 Cheatmonger Joel provided cheats for *SSX*. *SSX* has such depth to its gameplay that it's sacrilege that the cheat should be offered so readily, so soon. Shame on you.

PSM2 should stop providing cheats, or at least hold on to them for more than five minutes. Or change your slogan to 'Playing PlayStation 2 longer, harder, faster... so you don't have to'.

Blizzard

Via e-mail

Look, Joel made it ab-so-lutley crystal bleedin' clear that to use this cheat was tantamount to committing murder. Other, inferior mags would quite happily slap this in amongst their low-grade tip-tat and beg you to waste £40 on a game that we still maintain's the best thing on PlayStation 2. But, that's entirely up to them. We're not a Police State, er... Blizzard, we do try to angle our tips so that you can make the most of the titles you've spent good money on... oh, and we still believe in a, sadly becoming forgotten, concept called free will.

WRITE TO PSM2 WITH: YOUR PS2 HOPES AND FEARS... YOUR THOUGHTS ON THE ISSUE... INTELLIGENT QUESTIONS...

TONGUE AND GROOVE

Dear PSM2

I noticed in PSM2#05 that there was a rumour saying that there'll be a snogging game on PS2. You gave it a reliability score of eight, so if this crazy game does get on the shelves are we going to use a DualShock 2 or some new controller... wahey!

Mark Towers

Via e-mail

MOVIES, GAMES AND HIDEOS

Dear PSM2

I've been reading about *Resident Evil*, *Tomb Raider* and *Final Fantasy* movies, but what I want to know is – has Hideo Kojima thought about making *MGS2* into a film?

Stuart Thomas,

Via e-mail

We'll have to see. Kojima-san's probably still, like us, wondering who'd play the mighty Solid 'Dave' Snake. Any ideas?

BUST: A MOVE

Dear PSM2

I, like others, paid over-the-odds for a machine back in December, but after only three days the laser head scorched a circular groove through my copy of *SSX*, making it crash. Rather than trying another disc I phoned Sony Technical Support and was told that: "I have an environment problem..." I've been a qualified electronics engineer for over six years and now work as a computer consultant – I feel I'm informed enough to know that a, supposedly, durable, machine like PS2 on a flat surface should be fine. I could understand if I was using it halfway up the south side of Kilimanjaro, but in a semi? In Kent? Two weeks later a similar fault occurred with my second machine.

I don't want to sound like a party pooper, but people like us who spend £300 to £400 on a piece of hardware, as well as £45 on a game, should expect it to be tested to the highest standard – as you'd expect any electrical device to be.

Lee Taylor

Via e-mail

BUST: A MOVE 2

Dear PSM2

Earlier this year my PS2 was replaced by Sony after it burnt a ring in my copy of *SSX* (Game replaced this – very nice of 'em). In total I've had a PlayStation 2 two months, and in that time I've had DVDs skip, lip-synch problems, *SSX* freezes – this all seems reminiscent of PSone laser problems, which I'm still a victim of.

I've been to various PS2 forums and these problems aren't unique. Many other people have spent £300 on a state-of-the-art console and I'd like some advice on what to do when things go wrong. Please reassure PS2

PRAISE: THE LAUD

Dear PSM2

If the PS2 had weak launch titles, then I'd like to know what super-consoles these gamers were using before PS2's arrival. I agree that a couple of software houses went for the Get-it-in-the-shops-for-Christmas-route, but in reality the complaint is utter nonsense. For the first time we have a console that's backwards-compatible with the majority of games from its predecessor. I'm a driving games nut myself, and still enjoy PSone's *CMR2*, *TOCA WTC* and *GT2*, but on PS2. Add these excellent titles to the PS2 releases I've bought – *DOA2*, *Kessen*, *Fantavision*, *Tekken Tag*, *NHL 2001* and the glorious *SSX* – and you have a console that has no equal.

Jeff Nagle

Via e-mail

Fear and loathing. Sunshine and light. Ah, the multi-faceted face of a cultural phenomenon. While Brian's letter makes a good point about the hard face of consumerism, Jeff comes back with the gladiatorial heart of a glowing gamer – and we love you both for it.

GREATEST SNOW ON EARTH: *SSX* was just one of many titles that've set the standards for all PS2 games to come.

E-MAIL: PSM2@FUTURENET.CO.UK
WRITE TO: LETTERS, PSM2, FUTURE PUBLISHING LTD, 30 MONMOUTH ST, BATH BA1 2BW

owners who may be in the same boat as me and compile FAQs to address problems when things don't go quite right – your magazine is there, not to sell PlayStation 2s, but to give honest opinions on game and hardware pros/cons and solutions.
Peter Stanley,
Via e-mail

This has been a common problem, and we're looking into it. Sony's DVD tray is, unfortunately, no forgiving piece of design. Unlike the majority of CD trays that'll 'correct' a badly placed disc before spinning it, PS2's will play – even if the disc isn't seated correctly and's sitting at a rakish tilt. This could possibly cause disc-to-internal-surface contact and the result, a knackered disc. Always place your discs carefully, making sure they're flat before letting the tray slip back in. Never move your machine from its horizontal to vertical (or vice versa) position while the machine's playing, and generally, remember that you did pay £300, so treat it with care. We'll continue to look into this, and if a new development, or a fundamental fault, comes our way we'll pass them on.

We're dealing with all your technical problems as fast as they come at us (FAQs are on pg122), and we seem to be coming up against a rising number every day. If you go to Global on pg12, Peter and Lee... weren't you a '70s pop-folk duo, y'know, with the blind one, who, apparently, wasn't really blind... and you may be surprised to learn just how many people are sharing your particular boat. We think you're going to need a bigger one.

ON THE 'OCKEY

Dear PSM2
NHL 2001 has a bug in it that doesn't let you play as a black player. Happily, EA've let the Producer know, and they'll be sending me *NHL 2002* for pointing it out.
Anthony Barnes
Manchester

Nice spot, Anthony. Note to readers: you can change the way you play your games... and get free stuff, to boot.

ARTIFICIAL INGREDIENTS

Dear PSM2
Firstly, let me congratulate you on a great mag. Now, can you please explain what the hell 'AI' means?
Tom Allen,
Sutton Coldfield

AI is the Artificial Intelligence gifted to a game's CPU controlled drones. This gives them the ability to gang up on you to ruin your questing, arse up your afternoon with a lucky shot or lie twitching after you've atomised their lower abdomens. It's amazing what they can do these days.

DREAM WORKS

Dear PSM2
Any idea if *Dreamland Chronicles* is coming out on PS2?
S Rosser,
Via e-mail

Check our essential Overload section on pg54 for news on this, and a whole heap of other new titles.

DR TRAY:
Take care when you load your PS2 if you want pristine discs...

UNCOOL ALBERT

Dear PSM2
I'm not sure if this is a defining moment or my Uncle's stupidity. I managed to get hold of a PS2 before Christmas and after a few hours of well and truly thrashing everyone in my house on *FIFA 2001* my drunk Uncle walks into the room, looks at the screen and says, "Are England playing today?", to which my other equally drunk Uncle replied, "No you daft sod, it's on video."
Radiation,
Via e-mail

DON'T WRITE TO PSM2 WITH:
WHY CAN'T MY PSONE PLAY PS2 GAMES... X BOX WILL DESTROY US ALL... CONSOLE SLAGGING

SCRIPT TO BE SQUARE

Dear PSM2
My mate told me that the characters in *The Bouncer* won't actually talk, but, as in *Final Fantasy 8*, we'd have to read what they're saying. Please tell me this ain't true, I can't be bothered to sit through hours and hours of writing.
Sawan Thakrar
Via e-mail

Luckily, *The Bouncer* does have spoken dialogue and the added bonus of being able to turn the captioning off. Does someone read PSM2 out to you? PSM2

All correspondence is assumed to be for publication unless marked otherwise. PSM2 reserve the right to edit readers' letters for length and clarity.

PLAYSTATION 2 MAGAZINE
PSM2

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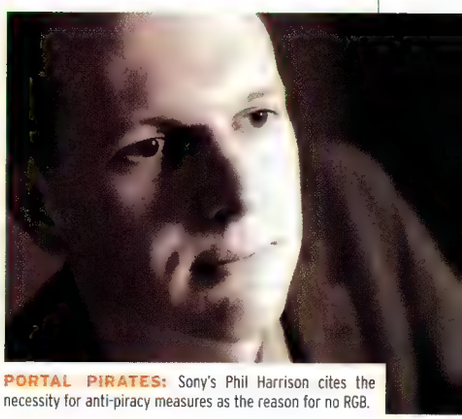
PLAYSTATION 2 MAGAZINE
PSM2

GLOBAL

THE WIDE WIDE WORLD OF PLAYSTATION2

スカラシサ

BEAT UP YER GREENS: Brad gets an organic makeover in Snatch... which is a pain.



PORTAL PIRATES: Sony's Phil Harrison cites the necessity for anti-piracy measures as the reason for no RGB.

›UK PS2 NEWS フハワヌキニラ

SONY SQUARES UP TO CRITICISM

Sony have come clean over *that* green DVD screen, faulty PS2s and a grilling on BBC's Watchdog. Will the real explanation please stand up...

It was a tough month for Sony in the mainstream press, as The Sun and TV's Watchdog investigated the 'scandal' of faulty PS2s. On January 12th, The Sun ran a front page story reporting that 5,000 of the initial batch of PS2s were returned – the story was investigated by Anne Robinson's team that same evening.

According to Watchdog's statistics, 20% of the consumers who had contacted them owned machines which never worked, 28% said they worked once, while 38% said they couldn't play games and 13% said they couldn't play DVD's.

Watchdog suggested that a batch of faulty power supply fuses were to blame, a claim quickly denied by Sony – who said they'd replace faulty machines within 48 hours of a complaint.

The games industry was quick to defend Sony, claiming media sensationalism was to blame. Virgin Megastore's Joe McNicholas said, "I think that The Sun and Watchdog possibly had an agenda, because we aren't aware of any major problems with faulty consoles."

SCEE's Senior Vice President, Phil Harrison defended the DVD's green screen RGB SCART playback: "It's outside of our control," he told PSM2. "We employ copy protection as part of the DVD forum specification rules. Copy protection methods have to be in there to prevent people recording from DVD onto VHS."

PSM2 RECKONS [illegible]

RABID CONSUMERISM: Did the mainstream press really have an agenda to embarrass Sony?

SLOT MACHINE: It goes in the expansion bay at the back of your PS2... it's not for videos.

GLOBAL WARNING! Sony are claiming that the new add-on will have an impressive 10GB, or greater, capacity.

›TECHNOLOGY NEWS フハワヌ

DRIVING HARD

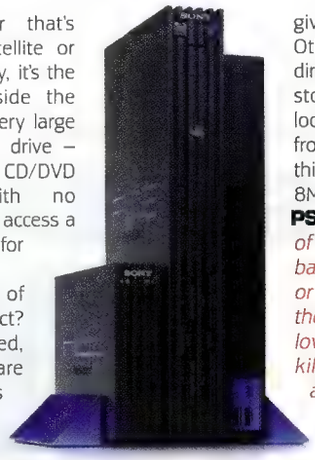
Confirmed: Sony's Broadband/Hard Disk Drive to make its UK debut this year. But will it *really* make PS2 the most powerful console in the world?

Sony have revealed to PSM2 that PS2's Broadband/Hard Disk Drive expansion device will make its UK debut by the end of 2001, earlier than anticipated. Speaking to PSM2 and a select audience of European journalists, SCEE's Senior Vice President Phil Harrison outlined Sony's vision for PS2.

"I think most people recognise that the future's about Broadband rather than narrowband, and that's why we designed PS2 with the expansion bay," revealed Harrison. The biggest revelation was that the adaptor would be available worldwide within 2001 – not just exclusive to Japan.

Harrison saw the adaptor as having two key benefits: "One is obviously the 100MB Ethernet connectivity to Broadband, whether that's cable or DSL or satellite or whatever. But, crucially, it's the Hard Disk Drive inside the device – which is a very large double digit gigabyte drive – that allows regular CD/DVD based games with no on-line connectivity to access a host of new features for the player."

But what kind of features can we expect? Harrison explained, "Some of them are technical benefits making things run faster, smoother, giving you more textures... Other things will be more directly beneficial – being able to store large amounts of data locally, being able to import data from a camera into the game – things that wouldn't fit on an 8MB Memory Card."



PSM2 RECKONS *The history of console plug-in devices is bad – look at Sega's Mega CD or 32X. If Sony are shrewd, they'll introduce the device at a low price point, bundled with a killer game or practical application. Undoubtedly, the potential is boggling.*

›TECHNOLOGY NEWS シフヨカノ

THE HARD FACTS: EXPLAINED

What do these advances mean to us average gamers? What's Ethernet? DSL? Broadband? Hey, let's find out:

HDD: Short for Hard Disk Drive.

DSL (Digital Subscriber Line): A superfast digital Internet connection. You'll have to pay for it, mind.

Broadband: A quicker method for accessing the Net. Think of it like this: traditional narrowband connections pump data down a single line, like cars down a single lane road. Broadband pumps data down multiple paths simultaneously, like a multi-lane motorway. All this talk of kbps relates to how fast the data moves down the lane. Simple.

Gigabyte: This is a thousand Megabytes (MB) – traditional PSone CD's could store 600-700MBs of info. So Sony's Hard Drive is big enough to store at least 20 or so PSone games.

Ethernet: These are the wires down which your data is pumped – Ethernet is the most popular connection system.

Camera connectivity: You'll be able to download photos into your PS2 by connecting a digital camera into the i-Link port. You won't have to use an official Sony camera as long as it uses a compatible cable. Keeps the price down, see.

FREE GAMES?

Harrison hinted that it may be in software publishers' interests to deliver free game demos, either on-line or via 'shareware' disks which could be downloaded to the Hard Drive. It might then be possible to buy the finished game through the Broadband network. The creators of *Tomb Raider: Next Gen* already hinted at this possibility in PSM2#05.

›INSIDER OPINION シフヨカノ

DEVELOPERS REACT

The prospects for Broadband are staggering. Imagine playing *Half-Life* with 20 people on-line, or taking part in a live football management game with constantly updated stats to mirror real-life events. PSM2 called its mates in the games development community to find out:

"IN THE LONG TERM, THE PS2 HDD COULD HAVE A massive impact on the games industry. In the short term, however, there are still serious question marks hanging over several key areas such as the availability of broadband services and regional habits, particularly in the US where broadband has only been adopted by about 5% of Internet users.

"As a games developer and player, however, I'm very excited by the possibilities the PS2 HDD opens. In the past console games have been limited because all content must be delivered in one package on disk(s)/cartridge and there's a limited space for save data. These rules will no longer apply. The Hard Disk alone allows such features as increased depth of interaction with gameworlds, extensive permanent game customisations and huge replay files. For me, the most exciting area that technology like the PS2 HDD opens is increased interaction between people. Bridging the gap between developers and players could make games more immersive and relevant than any other form of entertainment."

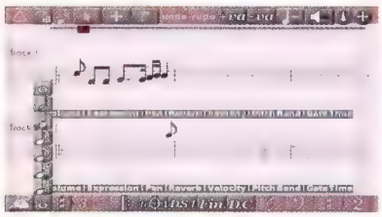
Kristian Ramsay-Jones *Producer,*
Wild Wild Racing, Incoming, *Rage Software*

"THERE'VE BEEN EXAMPLES OF GREAT CONSOLE ADD-ONS WHICH HAVE FAILED FOR THE SAME REASON..." *Andrew Bennett*

"THE POSSIBILITIES OPENED UP BY NETWORKING and the Hard Disk are very intriguing, but I foresee two problems. Firstly, that Publishers will force developers to add network capability blindly to all their games. Networking really has to fit the genre of game well, otherwise development teams can waste valuable time which should be spent making a great single-player game. The second problem is that Broadband and the Hard Disk will be an add-on for the PS2, making it difficult for us, as developers, to support it. If we can't accurately predict the installed base, then we can't calculate if we can afford the cost of development – there've been numerous examples of great console add-ons which failed for the same reason. I'd call on Sony to start to fit this option to all PS2s and to retro-fit it to the installed base for no charge. In this way, the future of PS2 games will be opened up in the same way as Microsoft are doing with Xbox."

Andrew Bennett *Executive Producer,*
Legacy Of Kain *series, Crystal Dynamics.*

"BROADBAND CONNECTIONS WILL ALLOW US (developers) to create more detailed networked games. At present, anything other than a FPS like *Quake* can really tax a 56K modem. But with Broadband you'll be able to have lots of other things going. It'll also allow us to produce games with dynamic levels. You buy the game with only a few installed and go on-line to get the full choice of levels not available on the CD. Hard Drives should also allow console games to get away from the save point idea and use a save anywhere feature during the game."

Duncan Hopkins *Core Design Ltd*

WE LIKE TO SCORE: Create 2D characterisations, then give them a theme tune.

MECH YOUR OWN: We've been fairly impressed by the level of graphics that can be achieved.

GLOBAL WARNING!

›JAPANESE SOFTWARE NEWS ｼﾞｬﾊﾟﾝ

CODE MASTER

Finding YA too BASIC? If you want to create games with astounding graphical clout, the answer to your prayers is just around the corner...

Art Dink are releasing a powerful BASIC programming tool in Japan to unleash the hidden potential of PlayStation 2. Most excitingly, it will be compatible with Sony's upcoming network plans, so Japanese gamers will be able to swap files via Memory Cards or Hard Disk – imagine an on-line community of aspiring game developers.

Using an USB keyboard and a mouse, you'll be able to create games via a combination of five design components: *Poly-Craft* lets you manipulate 3D models, *Image sketch* does 2D, *Score-Note* lets you make music, *EZ-BASIC* enables BASIC programming and *B-Shell* lets you debug and execute your completed program.

The version of BASIC provided will let you access some of the higher order graphic functions of the PS2, so games should certainly look marginally better than a collection of flashing dots and oblongs. The shots released so far suggest that you'll be able to produce PSone standard games without *too* much hassle. Interestingly, the program is compatible with Sony's official POPEGG printer, so you'll be able to make hard copies of your work to check for mistakes. *BASIC Studio* will be released this April in Japan.

PSM2 RECKONS *Hopefully the people [illegible] PlayStation 2 games.*

[illegible] can hold out [illegible] or start [illegible]

›JAPANESE BROADBAND NEWS ｼﾞｬﾊﾟﾝ

PS2 BECOMES A BANK

Sony have announced a joint scheme with Sakura bank and JP Morgan to launch an on-line banking service. The operation could launch as early as this June, although Japanese PS2 users won't be able to access the service until the Broadband network is in place.

The scheme will trade under the Sony Bank Corporations monicker, and will provide a number of useful banking facilities. Customers will be offered conventional yen deposit accounts, investment trusts, card loans and everyday payment services. There are no plans to launch corresponding high street branches – just 'virtual' banking.

This is no small scale venture, Sony hopes to attract 600,000 customers within the next three years, and one trillion (a million million) yen in deposits. That's just short of £5,900 million according to today's exchange rates.

So what are the chances of seeing the service in the UK? An SCEE spokesperson has commented that there are no official plans as yet, but the service will open the doors to a multitude of potential applications.

PSM2 RECKONS *While we respect Sony's efforts to establish a one-stop set top box for all your communications activities, we can't help feeling that it's just not right. PS2 should be our gateway to gaming escapism, not mundane chores.*

MONEY BOX: Could you be leaving a deposit on your PS2? Urrgghhh we hope not.

GLOBAL NETWORK

WORD FROM OUR CONTACTS ON THAT THERE WEB T'ING...

With the shock news that Sega are releasing *Virtua Fighter 4* as a PS2 exclusive (see pg28), with rumoured conversions of *Virtua Tennis* and *NHL 2K* to follow, we dipped into our global network of gameheads to ask which Sega franchise they'd most like to see updated on Sony's machine. How's about a four player i-Link *Sega Rally 3*? A graphically trouser-bursting *Alex Kidd*? Or just good ol' *Nights*? Hey, what are we talking about, let's tap into the global brain net and find out...

"I PLAYED PANZER DRAGOON ZWEI MORE TIMES THAT I CAN REMEMBER. IF SEGA BROUGHT ANY KIND OF PANZER DRAGOON GAME TO PLAYSTATION 2, I WOULD CERTAINLY PEE MY PANTS WITH GLEE."
Doug Perry, IGN, USA

"THE OLD SEGA BRAT IN ME WOULD REALLY LIKE TO SEE OUTRUN COME BACK AS A TOP TIER RACING FRANCHISE, AND THE MEGA DRIVE FIEND IN ME CRAVES A 128-BIT STREETS OF RAGE."
Chris Slate, PSM Magazine, USA

"SAMBA DE AMIGO IS THE SEGA GAME WE WANT TO SEE ON PS2. THE MAGNIFICENT MARACAS MAKE THIS GAME A TOTALLY UNIQUE EXPERIENCE. EXCELLENT SAMBA-TUNES AND A SOMBRERO WEARING MONKEY BRING INCREDIBLE FUN INTO EVERY BORING HOUSE-PARTY."
Wolfgang Schädle, Editor, PSM2 Germany

"I'VE ALWAYS BEEN A FAN OF THE HOUSE OF THE DEAD ARCADE SERIES. IT WOULD BE INTERESTING TO SEE A VERSION ON THE PS2 WHICH WOULD ALLOW THE FRANCHISE TO TAKE A STEP-UP IN REALISM."
Mario Wynands, Head of Sidhe Interactive, New Zealand

LET'S GO GLOBAL...

Hear more from these guys at:

- *www.ps2.ign.com*
- *www.psmonline.com*
- *www.sidhe.co.nz*

BYTESIZE

スカラシナ

› **JAPAN:** Sunsoft's PS2 typing game *Ashita no Joe: Douda* recreates the thrills of boxing via a USB keyboard. The premise is simple: the faster you type, the less you get hit. We keenly await being floored by a spelling mistake.

› **UK: Moderngroove Entertainment have confirmed exclusive one-hour sets from top DJs Tall Paul, Ferry Corsten, Paul Dakeyne and Krafty Kuts for their forthcoming music title *Ministry of Sound: Interactive Edition*. Banging.**

› **USA:** 3DO's *Army Men* have confirmed a lucrative toy deal, and are set to star in a prime time TV series courtesy of Warner Bros. The plastic soldier franchise continues its war on the wallet plastic of harassed US parents.

› **UK: Sony have scotched rumours that PS3 could debut within three years, packing 1000 times the power of PS2 in a bid to crush Xbox. Yet Sony admitted that ongoing development of technology is inevitable. Hmmm.**

› **JAPAN:** Dutch pianist Louis Leerink has released Piano Collections *Final Fantasy 9* – a piano celebration of the RPG's finest tunes. Aspiring keyboard maestros were invited to purchase the sheet music at the opening event.

DON'T MISS

BIG GAME NEWS, DELIVERED FAST:

COMING SOON pg28
Eight pages rammed with breaking game news.

PSM2 REVIEWS pg66
Fill your brain with unbeatable buying advice.

PRO TIPS pg106
Secret stuff *They* don't want you to know...

DON'T CALL ME BABY

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PC CD-ROM

PlayStation®2

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STAR WARS UNVEILED!

LUCASART'S GALACTIC BLASTER IN ALL ITS ROCKET-FUELLED SPLENDOUR.

TOMORROW'S GAMES HERE TODAY

ANOTHER SLICK OFFERING FROM PSM2

Yep, it's another bumper package from PSM2 – once again bringing your gaming day-dreams to life in glorious Technicolor. And this month we've crammed more top-grade footage onto our bulging PS2 DVD than ever before. So not only do you get to see the games of today and tomorrow, but you also get to go behind-the-scenes with our concept galleries.

One game dominates our coverage this month and that's *Star Wars: Starfighter* – a magnificent realisation of the Star Wars universe screaming its way onto your PS2 at a frightening velocity. Check out our blistering coverage and then read Defining Moment on pg06 to get the big picture. Other highlights this month include blow-by-blow accounts of both *The Bouncer* and *Z.O.E.* as well as *GT3*'s Rally mode and dramatic action from *MGS2*. Throw in some choice tips on *'Splitters* and *SSX* and you've got yourself a *peach* of a disc. **PSM2**

INSTRUCTIONS

IT'S AS EASY AS EATING NOODLES

Ready? Claim your PSM2 DVD from its protective casing and stick it in your PS2. And... that's it. Your fantastic PSM2 DVD will run automatically – simply pick your way through the options using your DualShock 2.

Any comments about this disc?
Please send them to:
DVD #03, PSM2 Magazine
Future Publishing
30 Monmouth Street
Bath BA1 2BW

Sorry, but the PSM2 DVD is not available in the USA.

WELCOME TO YOUR DVD

What delights await you this month?

OUT NOW

More flammable footage from the games currently out there.

Armored Core 2
© Ubi Soft
Weighty conflict from the Martian mechs, plus one of the best game intros ever.

F1 Championship Season 2001
© Electronic Arts
Sitting pretty on the starting grid waiting for the F1 surge to begin.

Knockout Kings 2001
© Electronic Arts
EA swings out with the power of glove and knocks you on your arse.

Madden NFL 2001
© Electronic Arts
More downs than a potholer's picnic and wearing its Sunday best to boot.

Oni
© Take 2
Arresting development in the near future

Shadow of Memories
© Konami
The life, death and times of Eike Kusch.

Summoner
© THQ
Old-skool RPG with a touch of magic.

Unreal Tournament
© Infogrames
Carnage! Mayhem! Rockets! Gore!

WDL Thunder Tanks
© 3DO
WWF meets Tank Command.

Zone of the Enders
© Konami
Kojima proves he can do no wrong

CONCEPT GALLERY

48 hi-res images from the creative minds behind the incredible *WipEout Fusion*.

COMING SOON

Got a hankering for future thrills? Then here's your chance to see them in action.

Army Men
© 3DO
Household warfare of the plastic variety.

Bloody Roar 3
© Hudsonsoft
Animal magic and punches aplenty.

Gun Griffon Blaze
© Swing
Battling 'bots go global

Gran Turismo 3
© SCEE
The exquisite Rally mode played. This footage is taken from an unfinished build of the game, and does not reflect the quality of the finished code.

Heroes of Might and Magic
© 3DO
Fantasy adventuring from 3DO.

Metal Gear Solid 2
© Konami
Snake shows a new level of class.

Ring of Red
© Konami
Petrol mechs in Konami's historic conflict.

The Bouncer
© Square
Get loved-up with Dominique and Sion.

Warriors of Might and Magic
© 3DO
Who is that masked man?

STAR WARS: STARFIGHTER

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We reveal the visual perfection that is *Star Wars: Starfighter*.

TIPS

Taking your gaming further with yet more piercing tips...

Dynasty Warriors 2
© Midas
Unlock every characte – including the evil bosses with their elaborate hairdos

Street Fighter EX3
© Capcom
How to perfect Meteor combos – handily illustrated with some flashy pyrotechnics.

TimeSplitters
© Eidos
Unlock the coolest stuff and hidden characters – including Elvis and Robofish – with our guide to the toughest challenges.

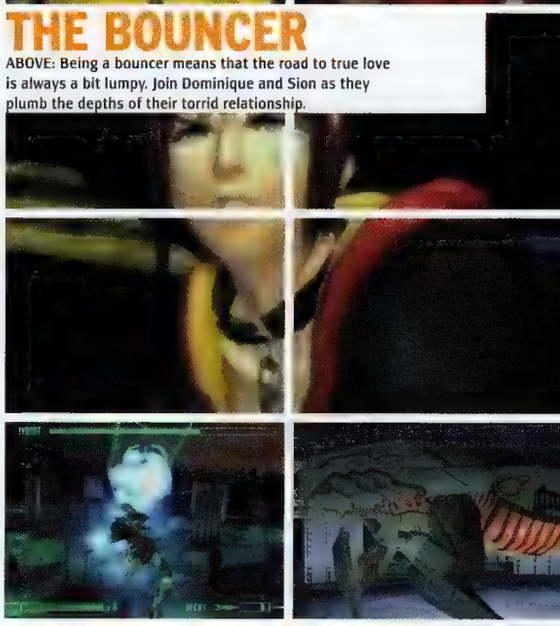
Tekken Tag Tournament
© SCEE
How to achieve those game-winning tag combos, with skull-cracking examples

Moto GP
© SCEE
You'll only see Klonoa and Gun Koma if you complete the tricky challenges – or if you check them out here

SSX
© Electronic Arts
The toughest secrets nailed – including Pipedream's secret room...

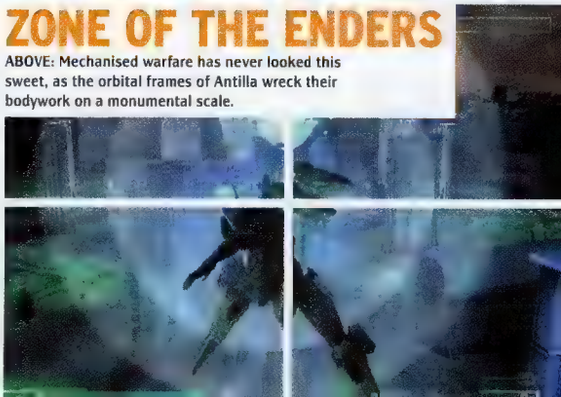
THE BOUNCER

ABOVE: Being a bouncer means that the road to true love is always a bit lumpy. Join Dominique and Sion as they plumb the depths of their torrid relationship.



ZONE OF THE ENDERS

ABOVE: Mechanised warfare has never looked this sweet, as the orbital frames of Antilla wreck their bodywork on a monumental scale.



METAL GEAR SOLID 2

ABOVE: Yet more footage guaranteed to leave you weak at the knees. Snake infiltrates the tanker carrying Metal Gear Ray and shows off his gambit of outstanding skills.

STAR WARS: STARFIGHTER

BELOW: It's a non-stop blaze of laser fire and photon torpedoes that'll leave your palms dripping with excitement and your social life in tatters.

GRAN TURISMO 3

ABOVE: This game just doesn't stop amazing us. Get your head around the Rally mode with our exclusive footage and flip yourself into off-road paradise.

NEXT MONTH

BAG YOUR FOURTH EXCLUSIVE PSM2 DVD

Prepare your eyes and mind for another barrage of the kind of coverage that leaves lesser men pushing saline drips at the funny farm. We're back in the driving seat, taking you deeper into uncharted territory and digging up the those videogaming gems. Want a sneaky peak at what you can expect next issue? Then thumb those pages and flip yourself over to pg 129. It's a visual feast... and the lunch tickets are on us.

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

PSM2 EXCLUSIVE REVIEW!

OUT UK LATE MARCH

ZONE OF THE

"THE FIRST ROBO GAME ON ANY CONSOLE, EVER, TO RIVAL

E ENDERS

THE CLASHING BALLET OF MECHA ANIME"

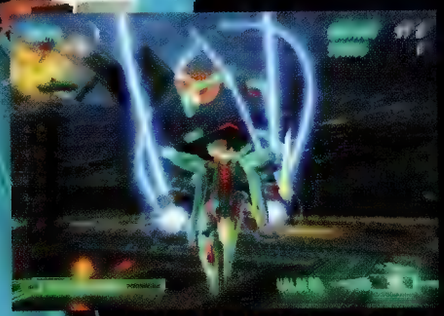
It's Hideo Kojima's first PS2 game, and the first to make robot fighting *fun*. But behind the shiny chrome and engaging plot, lies a cruelly short battery life...

REVIEWER: Daniel Dawkins

By law, robot games are generally *rubbish* – complex and infuriatingly slow like *G-Saviour* or *Armored Core 2*. So, thank God nobody told Hideo Kojima. *Z.O.E.* captures all the excitement of a laser-rattling Manga movie, yet plays as intuitively as, say, *DOA2*. In fact, it's robot fighting for people who loved Transformers but never had the patience for turn based combat. And just to cement the deal, Konami are chucking in the *Metal Gear Solid 2* demo to boot – more of that later.

So just why is Z.O.E. the most exciting mech game ever? For a start, the fluidity of the action's breathtaking. While you can gauge the detail from the screenshots, it's only when things start moving that your senses surrender to the orgiastic splendour. Retina-scathing laser bursts dart the screen, while implacable hordes of enemy drones zero in on your position without a hint of slowdown. It's no understatement to herald *Z.O.E.* as one of the best looking PS2 games to date, and certainly the first mech game on any console to rival the colourful, clashing ballet of mecha Anime classics such as Gundam or Macross.

Right from the outset, developer's KCEJ have set out to make an accessible game. Sure, the eye candy helps, but it's the spiralling plot and cunning learning curve that sucks you in. Which is just as well, as robots generally lack charisma – save for perhaps Arnie in T2 or, possibly, the Smash potato lads, they're generally quite emotionless lumps of metal. To combat this fact, *Z.O.E.* focuses on the emotional turmoil of the mech pilots involved – establishing them as integral to the personality of their machines.



SHIELD'S ELECTRIC: The enemy 'bots have energy shields to deflect your more obvious attacks.

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** KCEJ
- **PUBLISHER** Konami
- **GAME TYPE** Mech Combat
- **PRICE** £39.99
- **EXTRAS** DualShock 2, Memory Card

DETAILS

- Four difficulty levels – easy, normal, hard and very hard.
- The unique morality system will affect the way the game develops according to your brutality in the earlier levels.
- 10 collectable secondary weapons.

FLASH DANCE: Mid-air balletics and breathtaking lighting effects combine to create a singular PS2 experience.

INSIGHT

- Director Noriaki Okamura hopes *Z.O.E.* will encourage people to question their attitude to life, through the contrasting attitudes of Leo and Viola. Ultimately, he wants people to take life more seriously. Crikey.
- Character Designer Nobuyoshi Nishimura created the cast of acclaimed mecha Manga

MARS ATTACKS

You play Leo Stenbuck, an orphaned kid who accidentally stumbles upon the mighty orbital frame Jehuty. It turns out that this mech is sorely coveted by the evil Mars military and their suicidal squadron leader Viola. Only you... *groan*... can save the satellite colony, Antilla, from invasion. The premise might be older than the Queen Mum, but it's cleverly pitched to ease you into the action. Leo knows nothing about Jehuty's capabilities or handling dynamics – and, conveniently, neither do you. So KCEJ can integrate a graduated training structure into the game, without resorting to a separate tutorial option on the menu. You certainly won't be needing the manual.

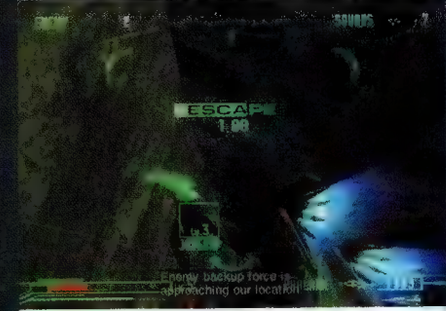
The intuitive fight system allows for full three-dimensional movement, incorporating a clutch of smart projectile attacks, without compromising your ▶

BOXING CLEVER: However low your energy drops, Metatron will restore you to full health. It's usually well guarded though...

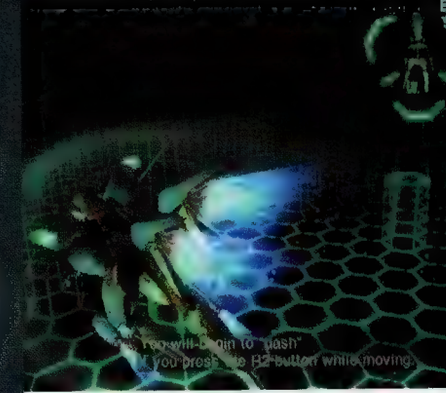
STAYING ALIVE

Your energy levels are restored by collecting Metatron, which can be found throughout the levels. It's often located near dense pockets of enemy robots, so the move for an energy top-up is often the last you'll ever make. Weapon caches are equally heavily protected. If you look like losing an encounter, you can try to escape by tapping L1 to disengage the target, and staying out of their line of fire for three seconds. As long as they have you in their sights, you can't return to the menu and retreat to the World Map. Compromise and decision, eh?

SQUARING UP: Six war machines stand between you and a secondary weapon power-up. Are you agile enough to reach it?



ESCAPE FEAR: The escape option is invaluable when your energy (bottom left) dips into the red.



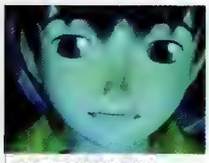
KEEP ON MOVING: Staying alive means staying on your toes. Manoeuvrability's every bit as important as firepower.

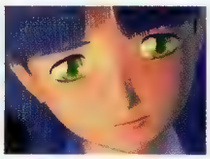
COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

HOST IN THE MACHINE

Thankfully, the mech pilots have clearly defined, if slightly mono-dimensional, personalities. Our hero, Leo, is reluctant to fight and an intriguing dynamic develops between him and his unemotional, but intelligent, computer, ADA. By contrast, the leader of the Mars military, Viola, is cold and ruthless, longing to die on the battlefield. Will Leo abandon his morals and put her out of her misery? You'll have to play through to the bitter end to find out. But not before a couple of other characters, and vicious mechs, have made their presence felt...





JEHUTY

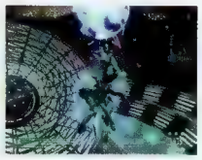
Leo's mysterious orbital frame has enough untapped power to save the colony from invasion.

NEITH

Viola's mighty mech is second best to Jehuty, but she is a ruthless, trained killer.

TEMPEST

This towering mushroom holds the key to disabling the invasion force.



RAPTOR

The standard enemy 'bots attack in numbers but are generally a bit weedy.

UNLEASH HELL, ON YOUR COMMAND

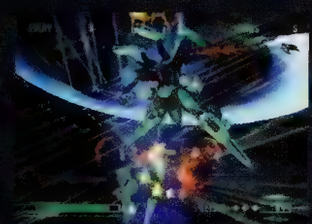
The versatile combat system lets you access a variety of mech-crushing moves with relative ease. The boost button, used stationary or in movement, alters the effect of your primary laser weapon – turning it into an energy bomb or swirling tentacled death ray. You only have a limited stock of secondary weapons, which can be replenished by defeating enemy squadrons. The destructive capacity of these pick-ups expands as the game unfolds – try hard to find the dambuster-style bouncing energy bombs, because they *certainly* won't have a problem finding the enemy.

PRIMARY

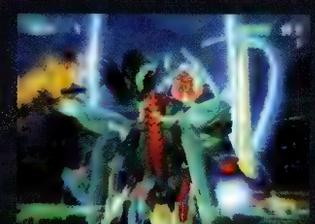
SLASH 'N' BURN: At close range, your primary laser attack becomes a combination sword attack.

ENERGY BOMB: When stationary, hold boost and the primary weapon button to unleash hell.

THROW AWAY: Hold ◎ to grab your foe and align their new trajectory.

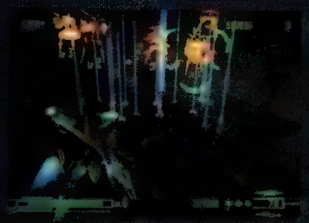


SIDESWIPE: When close, press boost and hold primary to slice your foe in half.

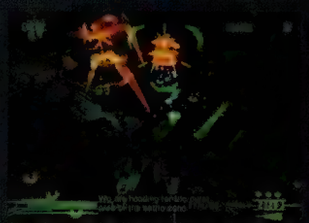


DASH BURST: Press boost and primary while moving to unleash swirling laser hell. Weedy, mind.

SECONDARY



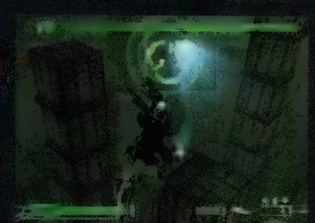
MAIN GEYSER: The geyser weapon sticks to any surface and releases laser activated trip mines.



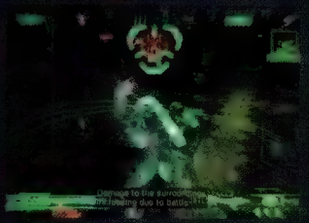
PHALANX: The harder you press ◎, the further these travel – they're rubbish mind.

MUMMY, HELP: The mummy shield will allow you to regain energy without collecting Metatron.

HALBERD: A slicing ribbon of glowing death, unstoppable at close range.



BOUNDER: These bouncing laser bombs of incredible intensity will get 'em in the end.

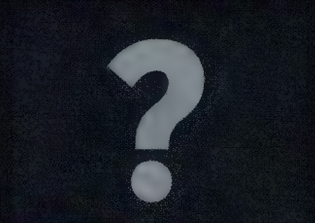


JAVELIN: Slow moving projective swords, completely useless apart from close range.

COMET2: Powerful heat-seeking laser balls that'll home in and cause major damage.

DECOY: Holographic projection of Jehuty used to deflect enemy fire. Great for boss battles.

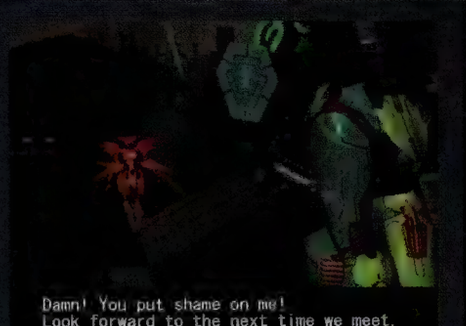
SNIPER: Long-range, target-specific weapon for hitting those hard-to-reach places.



UNKNOWN: The mysterious tenth secondary weapon – you won't be disappointed.

"YOU'LL THINK TWICE BEFORE TOSSING AN ENEMY THROUGH A PACKED CHURCH"

Leo's stand on the moral high ground means that brute force won't always bring the greatest reward. Muscle and brains? Sounds almost perfect...



BITTER END: Your first confrontation with Viola sets up some equally spiteful battles later in the game.

BALL FLARING
Some of the Raptors carry powerful shielded weapons, so don't get close.

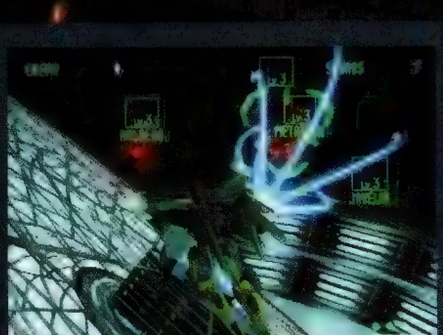
visibility. Just tap the shoulder button, and you'll stay locked on as you free wheel around the target – tap again to cycle through your alternatives. With deft use of the turbo button, you can access a wide variety of throws, sword swipes and range attacks – which receive subtle enhancements according to your proximity from a foe.

Naturally, this wouldn't be satisfying if the enemy 'bots just rolled over and died like B-grade Stormtroopers – which, um, they do at the beginning of the game. However, just as you suss the quickest tactics to dispatch the various 'bots, they make an exponential leap in intelligence. Before you know it, you're involved in sparking laser sword parries, fast evasion dodging and multiple target cycling to stay in one piece. This is the real deal – the sense of scale, solidity and empowerment has never been bettered in a mech fighting game. Try not to squeal 'I am the maaan' as you unleash a set of vicious heat-seeking comet missiles into a horde of unsuspecting robo-goons. With devious deployment of your secondary weapons, battles can end in seconds.

"THIS IS THE REAL DEAL – THE SENSE OF SCALE, SOLIDITY AND EMPOWERMENT HAS NEVER BEEN BETTERED IN A MECH FIGHTING GAME"

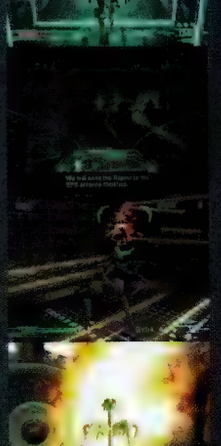
IMPACT POINT

An energy deflection field blocks Jehuty's path into an underground bunker, and Leo has to take remote control of an enemy Raptor soldier to infiltrate the base. Not only will you marvel at the ingenious solution, you'll realise how vulnerable it must feel to be a weak military issue drone – the very sort you've been dismissing as cannon fodder. A fantastic twist of perspective, helping you to empathise with Leo's generous morality.



STATE OF DISH-GRACE: Note how your target selector outlines the possible, and selected, targets.

NOT THE LINO, PLEASE: The attention to detail is so intense, your pointy feet leave scorch trails on flat surfaces.



SCORCH AND DESTROY

Conversely, you get rewarded for slowing things down. The moralistic hero Leo balks at killing his foes and tries to protect his fellow colony members. You'll sneer at his weediness and want to hit him with a huge bat... but as soon as you realise that you're being graded for how much of the scenery you destroy, you'll soon think twice before tossing a foe through a packed church.

If you can steer away from needless bloodshed and destruction, your on-board computer ADA develops a sense of conscience, and will advise more compassionate objectives. How nice.

The first few missions follow a simple kill robots, collect objects structure. In no time at all, you can make disturbingly rapid progress through the levels of the world map. But when the facile linearity starts to fade, a tantalising new puzzle presents itself. You encounter an impassable energy barrier, which can only be disabled by blasting a distant target. It should be simple, but none of your existing weapons can penetrate the force field. You frantically search the level to no avail. For the first time, the answer isn't staring you in the face.

In panic, you retreat to the world map and accidentally re-visit the first city in the game – where the requisite sniper rifle lies in wait.

Thankfully, trickier moments like these are expertly handled by the cut-scenes. ADA, or co-pilot Celvice, will usually chirp up with some choice advice – without completely giving the game away. Another moment of panic occurs when you encounter the deadly heat-seeking laser of the boss in Antilla park. It *almost* feels like you can dodge it, so you'll spend ages trying to get in some crucial hits. When you eventually concede defeat and retreat to the world map, ADA hints there may be another solution. By this stage, you'll instinctively know that exploration is the key.

OK, so it's only marginally less obvious than Peter Mandelson, but it's still nice to do a little thinking between missile dispatches.

As the plot develops, an increasing portion of your time is spent bouncing between the

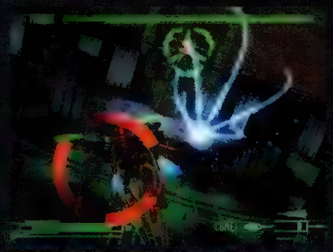
COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

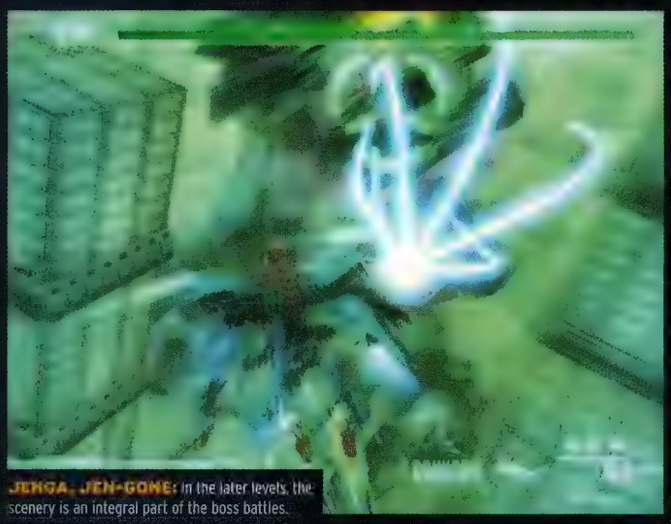
SIZE DOES MATTER

The spectacular boss encounters will make you feel a little, well, *lacking*. Some of the larger enemy mechs occupy the full screen and pack a dazzling array of pyrotechnics to shame an Olympic closing ceremony. Of course, they're not unbeatable, you've just got to use a little lateral thought – and a lot of running away.

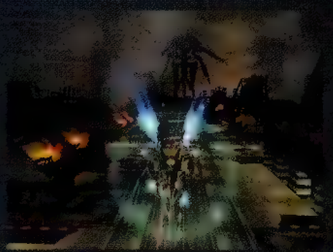
WHAT LIES BY NEITH: Cut-scenes accompany every key battle to accelerate the emotional intensity.



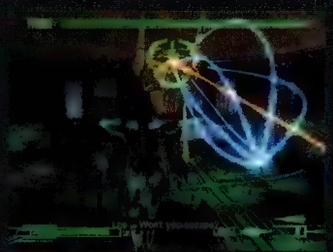
READY TO BLOW: This mighty enemy frame has a heat seeking laser you simply can't dodge.



JENGA, JEN-GONE: In the later levels, the scenery is an integral part of the boss battles.



TEMPESTUOUS TIMES: The HUGE Tempest robot has a bleep worse than its bite.



BUGGIN' OUT: These huge mechs all have a disturbing insectoid feel to them.

SELF-RAZING POWER: Going toe-to-toe with the big boys inevitably leads to some serious damage to the environment.

▶ familiar areas of the colony. While this proves a satisfying test of memory, and undoubtedly boosts the game's longevity, there's a nagging doubt that the old scenery is being used as a cop out. If the developers really wanted to hide an object, why didn't they place it on an all-new level? Did time constraints stop the team creating some visually opulent new terrain with unique handling dynamics? You can't help but feel that the levels are being re-visited as part of a convenient design solution, not genuine innovation.

COMFORTABLY DUMB

It's not just the dull city scenery that starts to tire – the battling becomes equally laboured. With cunning use of your secondary weapons, enemy encounters become quite routine – bordering on an inconvenience. You *know* you're going to nail the suckers, it's just a question of when. More annoyingly the game tries to compensate by merely upping the quantity of your foes, much to the detriment of the game camera. The Matrix-style blurring effects can sometimes obscure the action.

The most agonising aspect is that *Z.O.E.* ends shortly after the action takes a leap to the pulse-racingly spectacular. In the final section of the game, the plot scenes accelerate and deliver some genuinely hard-hitting shocks to stir your involvement. Director Noriaki Okamura stays true to his reputation as 'the writer who makes you cry', with some startling scene direction and perfectly segued haunting orchestration. Lamentably, the surprises are so epic, that you know in your heart that the game simply *has* to end at any moment. Better to burn up in mecha combat than fade away.

Ultimately, *Z.O.E.*'s a bittersweet experience that just misses out on being something big. It's talented *and* underachieving, smiling bravely at its own shortcomings – you just can't stay mad at its failure to become truly great. And when all's said and done, you can't ignore the presence of that incredible *Metal Gear Solid 2* demo in the same package (the score on pg23 is for *Z.O.E.* alone, but turn the page to get our verdict on the complete package). If you feel you can ignore two such great titles on the grounds of longevity, then you're denying yourself the sweetest glimpse of PlayStation 2's future to date. If new experiences are all that you crave, you won't go far wrong with *Z.O.E.* **PSM2**

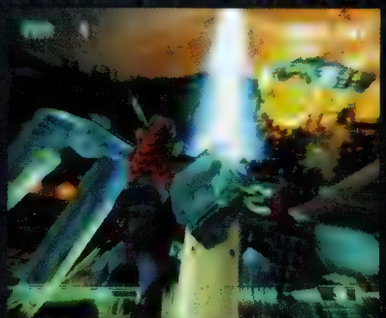
Zone of the Enders will be crashing onto UK shelves in late March, only weeks after its Japanese release – complete with new mate Snake.

Over 50 years ago, Astro Boy (Tetsuwan Atom) made his debut – becoming the most popular 'bot in Japanese history. His creator Osamu Tezuka is credited with single handedly kick-starting the Manga and Anime industry. Stanley Kubrick was so impressed, he asked for his help on 2001: A Space Odyssey.

"ULTIMATELY, Z.O.E.'S A BITTERSWEET EXPERIENCE THAT JUST MISSES OUT ON BEING SOMETHING BIG. IT'S TALENTED AND UNDERACHIEVING, SMILING BRAVELY AT ITS OWN SHORTCOMINGS"

BIG CITY LIGHTS

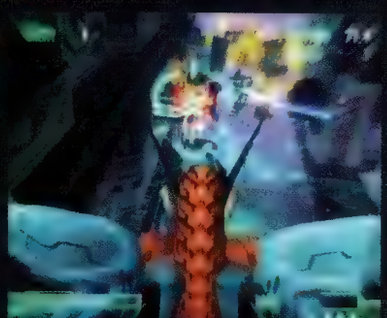
Almost all of the city is destructible, from the towering broadcast beacons to the colonists' apartment blocks. Strangely enough for a life-threatening invasion situation, a lot of folk haven't bothered to seek shelter. A 'survivors' logo will flash in the affected buildings – so no missiles, OK? You get graded from A to E on how many people you save, along with what percentage of the city you've trashed at the end of the level.



BT BLOWN HOME: The communications towers are very hard to avoid.

STREETS ON FIRE: Your geyser mines can reduce factories to blazing rubble.

TAKE THE HINT: ADA will tell you when the damage reaches critical levels.



CAST AWAY: You can toss the Raptors into the scenery with explosive results.

DEMO HEAVEN
TURN THE PAGE FOR EXCLUSIVE NEW SHOTS OF MGS2, PLUS: GET OUR VERDICT ON Z.O.E + MGS2 DEMO.

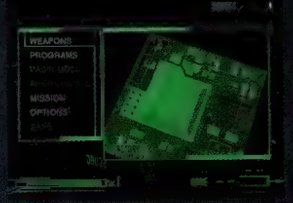
"Z.O.E. CAPTURES ALL THE EXCITEMENT OF A LASER-RATTLING MANGA MOVIE, YET PLAYS LIKE DOA2"

If you dug Transformers and like to batter seven shades out of opponents in beat-em-ups, then *Zone of the Enders* is not going to disappoint. The actions intuitive and fluid – just like you'd imagine a piece of top-spec futuristic hardware to perform.

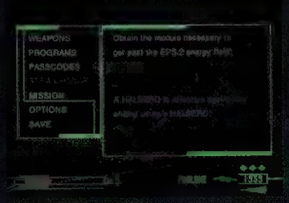
GRID AND BEAR IT

The individual settlements, cities and factories of which Antilla is comprised can be re-visited using the World Map. It acts as a central hub and allows you to gather your thoughts and review your mission objectives. It's also the only location where you can save your game, so don't forget to visit the menu before ducking into a boss battle.

NEW WORLD VIEW: As you jet through the air towards your destination, a distance meter beckons you in.



DOOM RADAR: On the colony surface, press ⬅ to review your objectives or return to the World Map.



MISSION CHIPS: Your Objectives Menu will drop hints without making the solution too obvious - a great touch.

IRON MAN'S CHOICE

1. **Z.O.E.** A PS2 exclusive, and quite simply the most playable mech game in existence.
2. **ARMORED CORE 2** A slower and more infuriating take on the mech genre with vaguely PS2 worthy graphics.
3. **FRONT MISSION 3** A closet strategy classic, with oodles of gameplay for dedicated mech fans on PSone.

PSM2 VERDICT

GAMEPLAY
Spectacular, accessible action with deceptive variety. The battles become a little too comfortable.

GRAPHICS
Great mech designs and admirable frame rates. Levels look dark and largely familiar.

SOUND
Fantastic anthems and respectable voice overs. Slightly throw-away spot effects.

LIFESPAN
Tremendous, perpetually accelerating fun which skids to a halt after ten hours.

OVERALL
The emphasis is on fun, high-intensity battling – which *Z.O.E.* delivers in spades until its premature conclusion.

MECHSTASY

84

COVER GAME

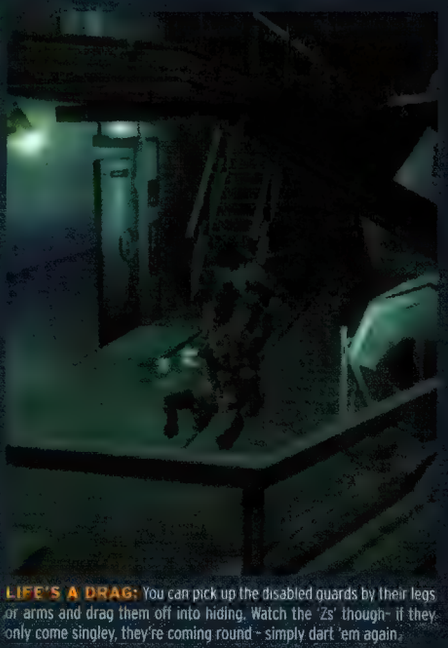
PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID® 2

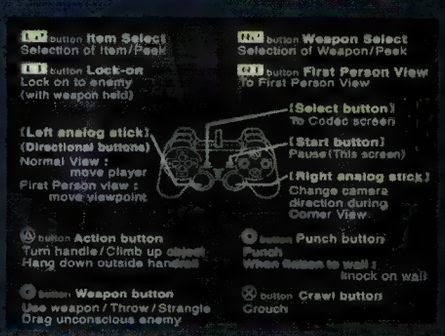
SONS OF LIBERTY™

EXCLUSIVE NEW SHOTS! YOU'LL BE PLAYING THIS VERY SOON...



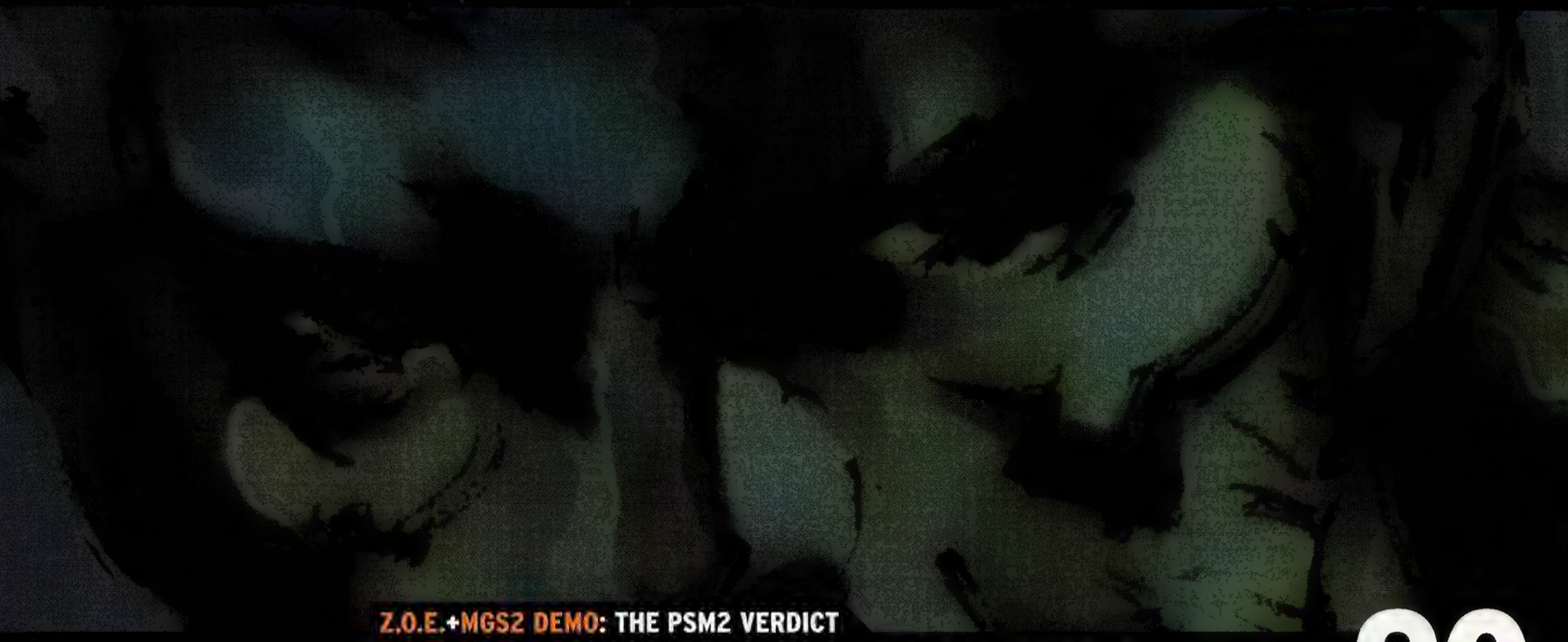
WATER-TIGHT: Snake's character animations are astounding. Even when the actual action of opening the ship's doors is taken out of your hands by the incredible animations, you *still* feel like you're in control. But who's waiting for you on the other side? Get a grip, it's probably nothing that you can't handle...

LIFE'S A DRAG: You can pick up the disabled guards by their legs or arms and drag them off into hiding. Watch the 'Zs' though- if they only come singley, they're coming round - simply dart 'em again.



BACK TO MY PAD: Anyone who creeped their way through the first *Metal Gear* will notice something reassuringly familiar about the DualShock 2 control set-up.

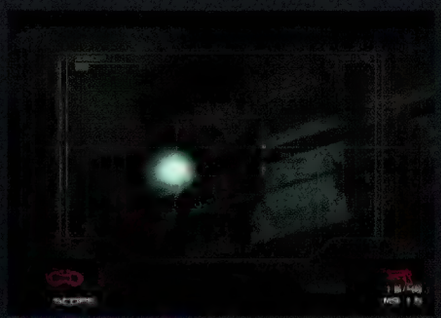
OVER AND OUT: The character models are correct to the finest detail. Once you've dispatched a guard to the land of Nod, you can zoom in with the goggles and examine your hypodermic dart. It's even possible to shoot out their radios using this technique, preventing them from contacting their pals. Alternatively, just drag the hapless soul into a quiet corner and see him off with Snake's USP 45.



Z.O.E.+MGS2 DEMO: THE PSM2 VERDICT

We really can't overstate the importance of Kojima's masterpiece, and the *MGS2* demo packed in with Z.O.E. will be your first opportunity to get hands-on with its juicy gameplay. It may only take 20 minutes to complete, but hides such an insane level of detail that it'll take days to discover everything on offer. Let's face it, you can't resist can you? We know we certainly can't. Ultimately, the inclusion of the demo with *Z.O.E.* does have a bearing on the overall score, making a great game simply unmissable...

SOLID DOUBLE **90**

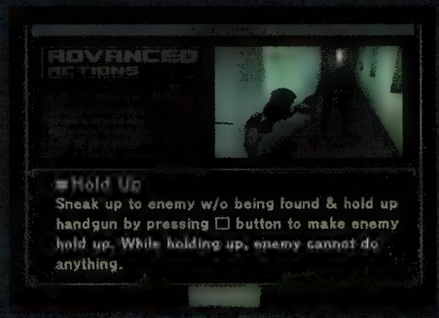


RAIN IN THE DETAIL: The scope is an invaluable part of Snake's kitbag. Although the action looks close in, Snake is in fact hidden behind the crates where he begins the game. Prepare the M9...

DOOR KNOCKERS: Not only can Snake hide in the lockers, he can kick the doors off their hinges. In this situation he's received a double distraction - a set of M9 bullets and a pin-up glamour poster. It looks like Snake needed a little lie down after closer inspection with his pin-sharp zoom scope. It's just bleedin' real, innit?

EARTH, WIND AND FIRE: It's important to use stealth under all circumstances, although you'll be as keen as Snake to duck out of the storm. Note how the wind affects the direction of the spotlit rain.

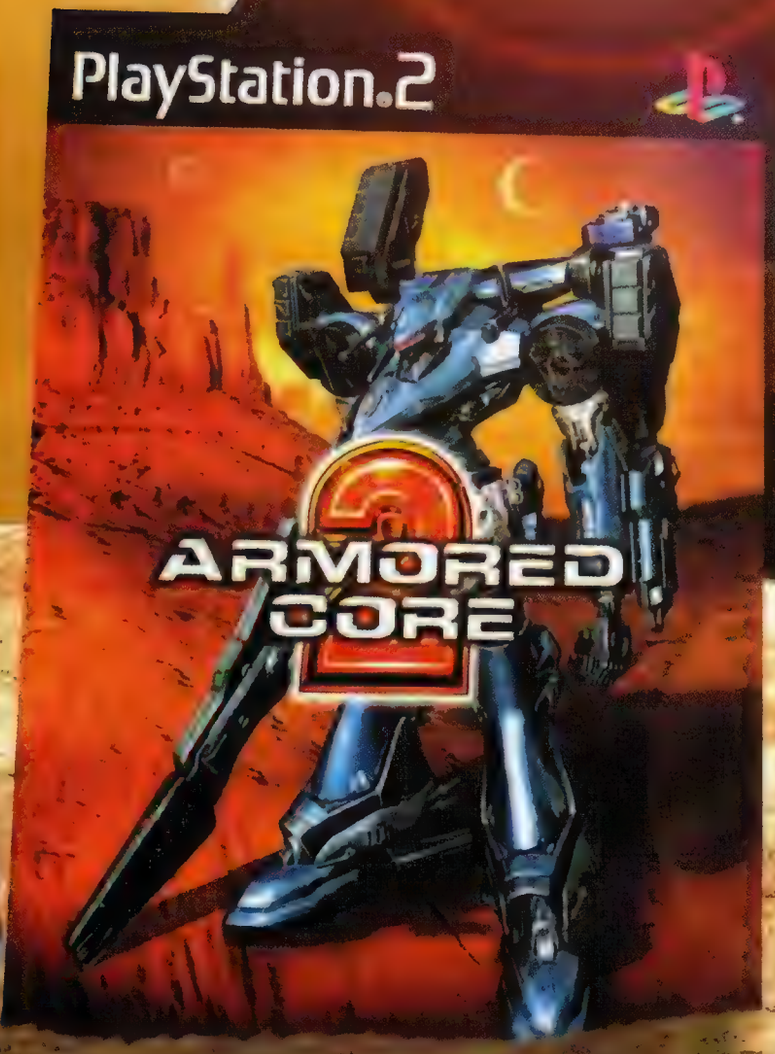
POSH BOXSTER: This is the fabled wet cardboard box, which is effectively useless when used indoors - guards will instantly spot it as suspect. You'll need to find a dry box in these instances...


ADVANCED ACTIONS
■Hold Up
Sneak up to enemy w/o being found & hold up handgun by pressing □ button to make enemy hold up. While holding up, enemy cannot do anything.

STAND AND DELIVER: The demo will talk you through all the new manoeuvres. The Hold Up move is a tremendous way to shake down a guard for valuable ammo and rations, before popping him a cap.

WHY DOES IT ALWAYS RAIN ON ME?: You almost feel sorry for the poor guard as he raises his arms and prepares to meet the Sandman. Shoot him in the noggin for a swift dispatch.

2001



MONOLITH

THREE OF THE BIGG

Ubi Soft

CRAVE ENTERTAINMENT

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ARMORED CORE 2

Earth Year 223: following Earth's destruction, Zio Matrix, the World's largest corporation, obtained detailed plans relating to the Mars Research Project. Included in these plans was the Mars Terraforming Project, which detailed the use of unmanned artificially intelligent A.C. units.

It is you who will take on the challenge of dominating Mars, immersing yourself in visually stunning A.C. battles using a nearly endless combination of parts and weapons.

'Armored Core 2 is gorgeous, challenging and thorough -- and that's just the sort of title we like to see at a system launch'
- DAILY RADAR HIT

EVERGRACE

Enter an RPG world of intense magic and thunderous battles, where your survival is determined on acquiring powerful artefacts and fashioning them into your armour and weaponry.

Facing evil reborn, two spellbinding fantasy adventures await Darius and Sharline as well as fascinating characters and unforgiving monsters.

'Evergrace is both a solid and completely enjoyable role-playing game experience'
- IGN.COM

ETERNAL RING

Cain, a young magician, is sent by his King to investigate mysterious happenings on the 'Island of No Return'. Legend has it that magical powers lie dormant at the heart of the island, protected by enormous dragons. Armed with only his sword and natural talent as a sorcerer, Cain attempts to be the first person to return from the island alive.

As Cain, you must venture forth through challenging scenarios whilst defeating any foe that stands in the way of you and your search for the ultimate Magic Ring.

"Eternal Ring for the PS2 will satisfy your hunger for a bigger, better, first person RPG".
- GAMEPRO.COM 4.5/5.0

IC GAMING
EST GAMES ON PS2

PlayStation.2

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PLAYSTATION 2 MAGAZINE
PSM2

COMING SOON

スシサ

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

FINALLY, WE'RE BEGINNING TO SEE WHAT THE FUSS WAS ALL ABOUT. THANK THE LORD.

DUNCAN

You can't possibly imagine some of the badly thought out, shoddily put together tat that we've had to play through in a vain, and buttock-clenching, attempt to find a game that made the wait, the arse and the expense all worth while. Fortunately, before we conceded that the killer app would turn up sometime in 2002, a few stunning little things casually strolled in and gave us new hope.

Firstly, the *Final Fantasy 10* art that you've been treated to on pg36 was enough to almost forget that, between meals, we're still making our way through *FF9*. Its visual impact has been enough to inspire baffling dreams about plot and ludicrous costumes for the entire team.

Then there's *Devil May Cry*. We were excited a months ago, but after seeing extensive gameplay footage, we're quietly confident that this will be the title that flips PS2 from could-be to damn-is. Much the same can be said for *The Getaway*, an ambitious cinematic experience that, if the enthusiasm of its creators is anything to go by, will clean up in this yard. All this and a Sega PS2 assault? You lucky, lucky people.

Safe as 'ouses... **PSM2**

PSM2'S MANIFESTO

PSM2's PREVIEWS ARE: Packed with the best shots taken from the most exciting PlayStation 2 games currently in development. They give you all the crucial details you demand and direct you towards the key features of the game which we think will make a difference. We'll also keep you comprehensively informed of the very latest game development news as it happens, up here at the front of Coming Soon.

PSM2's PREVIEWS AREN'T: Simply dull, badly written backstory summaries for third-rate titles you really don't need to know about.

OOH LA LA: *Space Channel 5* - coming soon to the PS2, complete with PVC miniskirts and Gap-ad dance routines.

›DEVELOPMENT NEWS フハワヌキ

DC - RIP

One console's death means some rich pickings for PS2. We look forward to Sega's new era.

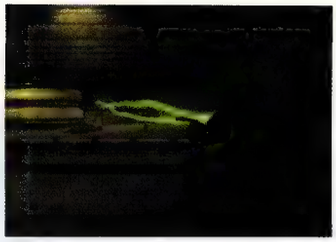
BANDANA MAN: Fans of *VF4* should recognise this as Akira, despite the slight change in costume.

Their machine's nearly dead... and we're reaping all the benefits. As you undoubtedly know by now, Sega have stopped production of the Dreamcast. They're now a self-professed 'agnostic developer' – meaning they'll be devoting their efforts to developing their own games for multiple platforms.

First up on the PS2 is PVC-clad dancing game *Space Channel 5* – not a huge seller on the DC, but presumably a fairly easy game to convert. Even better, they'll also be porting their own middleware tools – known as Ninja and Shinobi – across to the PS2. This move should make converting games a developer's dream – although it isn't yet clear whether Sega will offer the tools to other companies.

And then there's the bit that made our office kung-fu fans prolapse. Sega America have confirmed that *Virtua Fighter 4* will be developed exclusively for PS2. It's being developed by AM2 – the team behind *VF3* – and helmed by Sega legend Yu Suzuki. Possible gameplay elements include a return to the classic three button setup, a selectable auto-counter system and range-sensitive damage. AM2 also promise improved background detail – you'll now be able to leave footprints in the snow. Suzuki-san, speaking to Japanese website Famitsu.com, has said that *VF4* will be a genuine sequel rather than an update – so we're confidently expecting some new fighters to batter each other senseless with.

PSM2 RECKONS *We take no particular satisfaction from the DC's demise – but we'd still like an updated version of* Shenmue *for PS2.*



JUST BUGGIN': The later levels are full of massive boss characters that you just don't see in many first-person shooters any more.

PSM2 FIRST SHOTS!

GRUNTS N' GROANS: These fellows have all had their appearances tweaked for the PS2 version.

›FIRST DETAILS シフミ

SSX DVD

No, *SSX DVD's* not a sequel – you'll have to wait until the end of the year for that. This version's more of a director's cut-style update. Exactly what improvements we can expect courtesy of the DVD format isn't clear, but producer Larry LaPierre's already hinted at character rivalries – possibly even involving cut-scenes and a scripted storyline. They're basing this decision on consumer feedback, although we'd have happily gone for more boarders.

Continuing the snowbound theme, EA are also set to release a sequel to *Sled Storm* – a sequel to the underrated PSone snowmobile racer. It's being developed under the EA Big banner, though, suggesting that it'll be more gleefully OTT than its predecessor.

PSM2 RECKONS *SSX DVD should hit the US this Autumn. We'd be tempted to tell them not to mess with perfection – but dishing out a slap to Jurgen's always fun, and it'd be nice if he got riled occasionally, don't you think?*

›WILL THE KILLING NEVER STOP? シフミカ

HALF-LIFE

First-person shooters don't come more in-your-face than Gearbox Studios' classic PC blaster. Now PlayStation 2 gets a buffed-up look-in...

The first round – the vicious *Unreal Tournament* versus *TimeSplitters* – might be over, but the FPS mayhem continues. EA continue to be distressingly cagey about *Quake 3* – probably at the insistence of developers iD – so fans of psychotic fragging will have to hold on for a while yet. If you're after something a bit more thoughtful, though – well, you're in luck. *Half-Life's* justifiably regarded as one of the best PC games ever, due to its heady mix of involving plot, classy set-pieces and extreme violence. And now, Gearbox Studios have finally released these – the first four grabs of PS2 *Half-Life* you'll see anywhere.

The PlayStation 2 version should offer improved debris, smoke and fire effects. It'll also use more polygons to render each character and feature improved background textures. Most enticingly, it'll also include a co-operative split screen mode – although we're not yet sure whether it'll offer an i-Link option. It'll also be USB keyboard and mouse compatible – handy for accuracy and shouting orders at team-mates.

PSM2 RECKONS *To recap, then – Quake 3, Half-Life, Soldier of Fortune and Red Faction – all within a scant few months of each other. We'll be lucky to cling to what shreds of sanity, and fingerprints, we still have left.*

WE ARE ABSEILING: It's set-pieces like the Black Mesa infiltration that make *Half-Life* great.

"SEGA HAVE PLENTY OF TITLES THAT WERE TOO GOOD TO BE KEPT ONLY FOR THE DREAMCAST"

JOHN INADA - TECMO

The marketing director of *DOA2* and the upcoming *Ninja Gaiden* reminds us all why Sega was such a worthy adversary – and why their decision to concentrate on games should be good for them and the PS2. Shouldn't be too shoddy for PS2 users who enjoyed a little Dreamcast action on the side, either.

BYTESIZE スカラシサ

› **EA** look likely to be bringing Harry Potter to PS2 – but not until 2002. The first showing of their Zelda-style adventure game should be at this year's E3 videogame trade show in May. We'll be there to bring you the full low-down.

› **INTERPLAY are believed to have snaffled *The Matrix* licence, for development by ace coders Shiny. If rumours are correct, this action/adventure game will be based on the unreleased second film.**

› **SMARTDOG** are producing an arcade style racer called *Downforce*, with tracks based on world-wide city circuits. Eurosport's F1 commentator Ben Edwards has already been signed up for this high-octane project.

› **INFOGRAMES are really excited about *Stuntman*, the new title from Reflections, developers of *Driver* and *Driver 2*. There's no Colt Seavers, but the action promises epic action on a Hollywood scale – be excited.**

› **ENIX** have told Japan's weekly Playboy that they're planning a new live action game based on the dreadful *O Story* – the ghostly love sim with *Parappa* rhythm sections. The new title will feature Eiko Koike, of dubious web site fame.

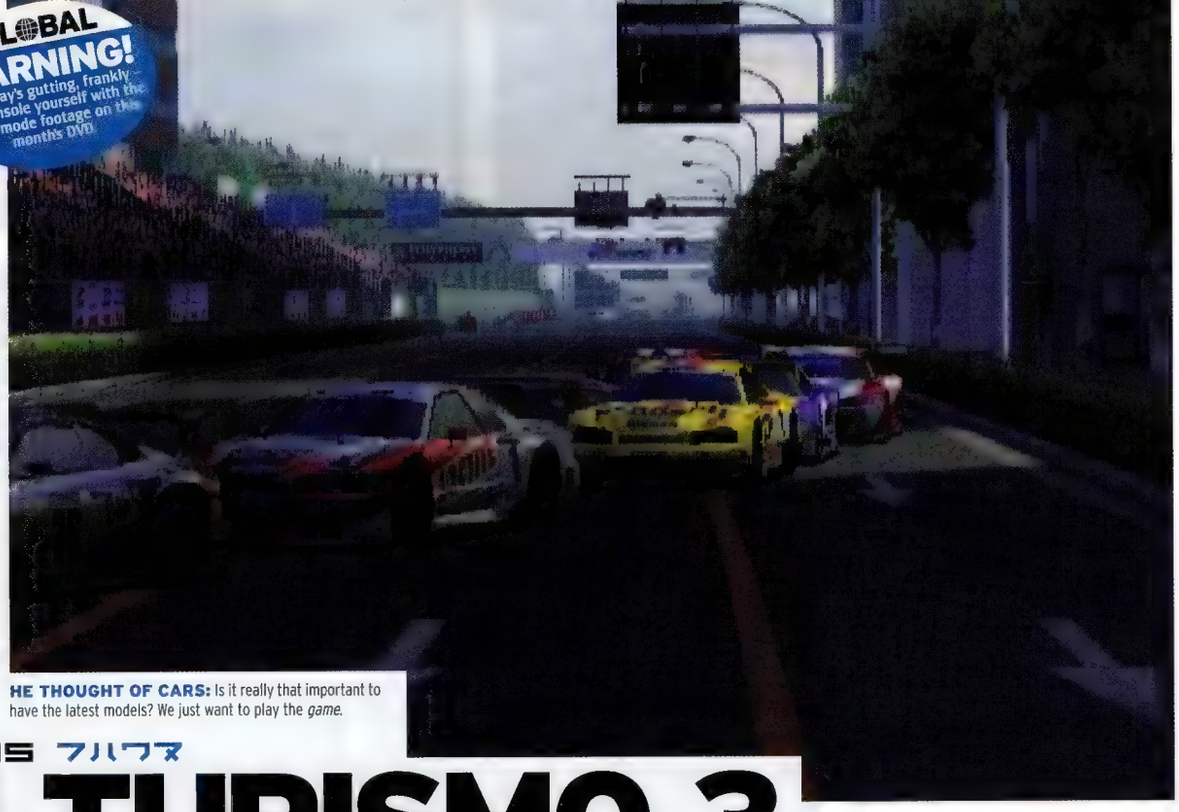
› **KONAMI are jumping on the typing tutor bandwagon with *Beatmania Da! Da! Da!* – or *Beatmania Type! Type! Type!*. Bash the keys to your favourite tunes from J-pop faves such as Morning Masume and the Southern All Stars.**

› **INFOGRAMES** will be releasing *Le Mans 24hr*, based on the not-at-all rubbish Dreamcast game of the same name. The visuals have received a serious makeover and the beard-growing real-time race option should remain – due this June.

"SONY WANT THE GAME TO BE PERFECT"

GLOBAL WARNING! The delay's gutting, frankly, but console yourself with the Rally mode footage on this month's DVD.

SINGIN' IN THE RAIN: We haven't been so glad to see rain since last summer's heatwave.



HE THOUGHT OF CARS: Is it really that important to have the latest models? We just want to play the *game*.

› JAPANESE NEWS フハフヌ

GRAN TURISMO 3

One second we're marvelling at the Rally mode, the next we're crying at *another* delay. Just why isn't *GT3* appearing until June?

Sony Japan have re-confirmed the release of *GT3* for April 25th, meaning that the game won't hit UK shores until June. The reasons for the delay weren't made specifically clear, but it's understood that Kazunori Yamauchi and his team were trying to include the latest cars into the game, while making last minute tweaks to the overall quality.

It's understood that Sony want the game to be perfect, after complaints that *GT2* was rushed to shops containing minor bugs. To be honest, can anyone remember the minor collision detection issues in that game? Regardless, *GT3* won't ship until its ready – good news in the long run.

To alleviate the disappointment, Sony have revealed some stunning new shots of the game's weather effects. The rain looks just as good as in *Metal Gear Solid 2*, and the lighting effects might be even better. We keenly await a hands on test of this storm lashed Tokyo circuit.

PSM2 RECKONS *We were initially outraged – GT3 was the key to Sony's Easter retail push. Now the dust has settled, we're sure history will prove Yamauchi right to perfect his vision for the ultimate driving game.*

NICE SPRAY JOB: Look at the way the water mists and splashes off the tyres. It'll wreck your handling, mind.

› CRASH DEVELOPERS JOIN SONY シフヨカノ

NAUGHTY DOG

Sony have pulled off one of the least surprising deals in gaming history – buying the developers of the original PlayStation *Crash Bandicoot* games. Naughty Dog Entertainment is now a wholly-owned subsidiary of SCEA. Lovely.

Why have Sony done this? Well, Naughty Dog are developing what PSM2 believes to be a revolutionary PS2 RPG-platformer. The shot on the right was rumoured to be from the game, but turned out to be an elaborate Net hoax – it's merely copyright free Blender art...

PSM2 RECKONS *It's bound to be good – and Sony needs a quality platformer to go up against* Mario Gamecube.

PAIN IN THE NECK: This image, supposedly from Naughty Dog's game, can be seen at www.blender.nl.

"AFTER BILL GATES' ANNOUNCEMENT, I'M ABSOLUTELY CONVINCED THAT XBOX WON'T BE OUR BIGGEST COMPETITION. NOW WHAT I HAVE TO WORRY ABOUT IS GAMECUBE"

JASON RUBIN - NAUGHTY DOG

Co-president of the Sony-acquired company explains he doesn't expect Xbox to offer PS2 much competition.

BYTESIZE

スカコマシサ

› **ACTIVISION** have partnered with UK developers Warthog – best known for PSone's *Star Trek: Invasion* – to work on a next-gen X-Men game. Activision, you might remember, are already set to publish a Wolverine licence.

› **ARUZE have announced *Shadow Hearts*, its first PS2 RPG. The aim? Solve a murder in Victorian-era China, with only your monstrous shape-shifting abilities to help you. The hero's name? Urmnaf Borth Huyga.**

› **INFOGRAMES** have bought the videogame license to long-running (but now sadly defunct) comic strip Peanuts. Until 2006, they'll be developing a variety of multi-format games based on Charlie Brown, Snoopy and (hopefully) Linus.

› **CAPCOM Japan are releasing a package to commemorate the fifth anniversary of *Biohazard*. The sets, retailing at ¥28,000, include copies of all four games, dog tags, key rings, medals and ball-point pens.**

› **KONAMI** are working on a brand new skateboarding game that'll almost certainly feature the ESPN licence. It probably won't stop us pining for the next *Tony Hawk*, but it's sure to keep us happy for a while.

› **SONY producer Masaya Matsuura has confirmed that *PaRappa 3* is under way. Global readers will know that they're also planning a TV series that'll be a cartoon, rather than the psychedelic version of Tae-Bo we wanted.**

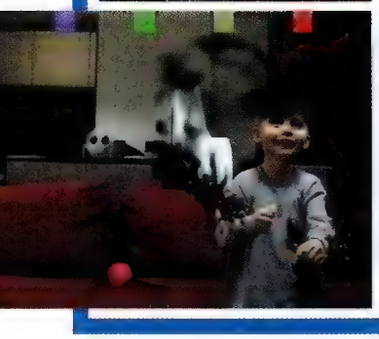
› **ACCLAIM** have four new PS2 titles in development, including *All-Star Baseball* and *Quarterback Club*. We're also expecting another *Turok* licence, but we're most intrigued by *Jinxed*.

SONY TECH DEMO

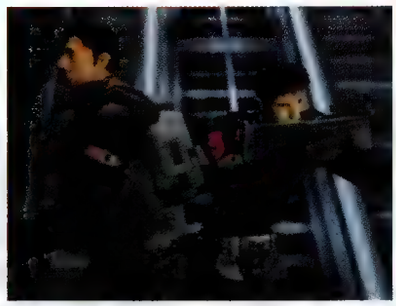
PSM2 was recently invited to an incredible demonstration of Sony's innovative – and up to now top secret – peripheral technology. And we were quietly impressed.

It works through a compatible camera mounted on top of your TV set, either sensing motion or a hand-held accessory. The image of a person waving their hands about is projected onto the screen – but effects are added to make them look less mad. The witch trying to keep her balance on a ball? Nice. The butterflies attracted to a red ball and repelled by a blue one? Clever – and pretty. The child with his arms on fire? Jesus.

PSM2 RECKONS *No concrete applications have been announced yet, but the sooner a lightsaber-duelling Star Wars game comes out, the happier we'll be.*



AL GORE: This is the man from the original shots - but it's safe to say he won't be playing a major part.



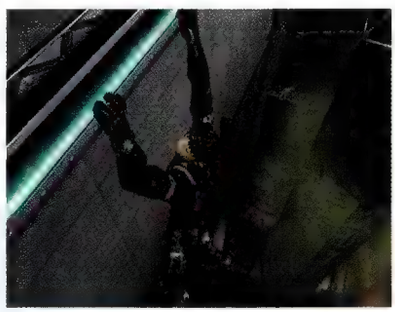
CHANGING MAN: These blokes are two of the game's three heroes - you'll be able to switch between them, *Resi*-style.

EXTERMINATION

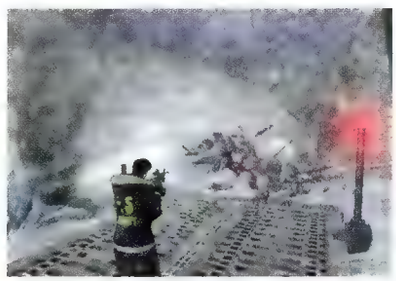
We reckon you'll need more than a sturdy shoe to deal with these particular bugs.

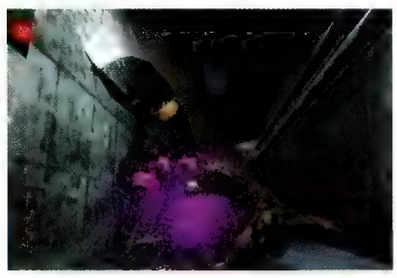
Well, if you had visions of John Goodman in Arachnophobia – breathe a sigh of relief. The focus in Extermination is now less on endless streams of skittering bugs, and more about mutated, lurking nasties – strongly reminiscent of John Carpenter's The Thing. The game style's the same, though – rather than being a conventional survival horror, it's a 'Panic Action' game – with an emphasis on taking quick decisions under pressure. You'll be helped in this by a 'region action' system that allows for context-sensitive moment – tap the Analogue near a ledge, for instance, and you'll leap up to grab it. These new shots also illustrate the game's main characters – a posse of marines sent to investigate a disturbance in a deserted Antarctic base.

PSM2 RECKONS *We're not entirely convinced about the idea of 'Panic Action' – does that mean it's going to be like* Resi, *except without the occasional pauses for breath? Still, it looks undeniably great – and if it's got half the sickening tension of* The Thing, *it'll be one to play with the lights on.*



HANGING TOUGH: With the 'region action' system, moves like this'll be simple to execute.





PURPLE BRAIN: There's a fair amount of splattery gore even at this early stage of development.

› **CAPCOM** are rumoured to be planning a conversion of their arcade hit *Mobile Suit Gundam: Federation vs Zeon*. It was a four-player game originally, so we can only hope for an i-Link or split-screen multi-player mode.

› **KONAMI** intend to develop a keep-fit program based around the PS2, to be developed with the help of fitness professionals. It's aimed at older users – but we'd still rather sit and vegetate while we're playing games.

› **SONY** have released details on their horror-adventure game *Phase Paradox*. It'll feature three playable characters with intertwining back-stories, trapped on a doomed spaceship after several of their team-mates disappear.

› **VALKYRIE STUDIOS** should get the God-botherers up in arms when they've finished developing *Seraphim*. It's a third-person shooter with spells and multi-player capabilities – but it involves a fallen angel assassinating people.

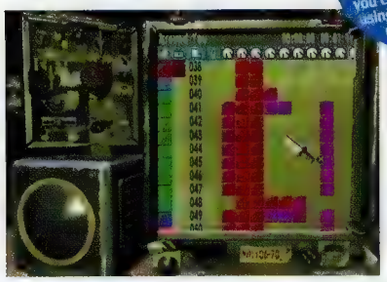
› **ELECTRONIC ARTS** are working on *NBA Street* – a 'hipper', three-on-three version of *NBA Jam*. It'll feature gravity-defying leaps, tattoos awarded for victory, and bonus points for humiliating opponents.

› **TECMO** will be showing off their PS2 update of *Ninja Gaiden* at this year's E3. It's expected to use a modified version of the *DOA2* engine – and should, of course, feature Ryu Hayabusa, everyone's favourite surly ninja.

› **LEGO MEDIA** are working with Attention To Detail on *Lego Racers 2* for PS2. It'll feature kart racing with 'familiar' Lego characters (the yellow face?), but they're claiming that it'll also appeal to seasoned gamers.

› **TAITO** are converting PC love sim *Furimukeba Tonari Ni* to the PS2. Rumours suggest they'll somehow be improving on the PC original, although we can't imagine how. It should hit Japan mid-April.

GLOBAL WARNING! Due to complex sampling issues you can no longer sample CDs using your PS2. Codemasters might use an external device.



OVER AND SHOUT: The new military desktop allows you to cut up beats with a knife.

WAVE GENERATION: New user-friendly filters allow you to alter the pitch and tone of individual notes.

3D, WOAH: Pop on your 3D specs in the Video Editor and you will, indeed, be taken to another dimension.

WHAT'S NEW?

Improved four-player music jams. Eight all new desktop themes. Over 9000 sound samples, with hugely improved vocal section. Integrated 3D video generator reacts in real-time to the music. Recordings of every chord around the major and minor musical scales – you can replicate songs from sheet music.

›DEVELOPMENT NEWS

MTV MUSIC GENERATOR 2

PSM2 was first to go hands-on with Codemasters' powerful new music creation game. Is it really this easy to pen a chart-busting choon?

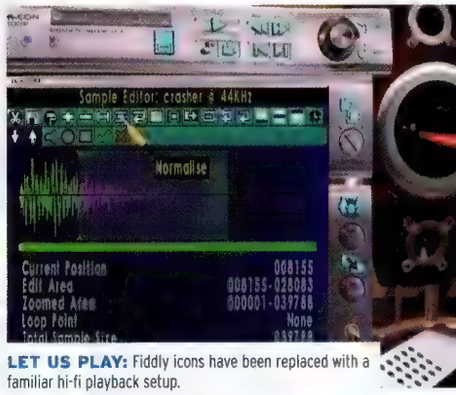
It's hard to describe *MTV Music Generator 2* as a game, because it allows even the most tone deaf gibbon to knock up a chart standard ditty within minutes. Software of this power is usually sold for triple figures bundled with a Bible-sized manual. It's testament to the power of Codemasters' new title that they chose to premiere it at London's Abbey Road Studios, of Beatles and zebra crossing fame. While PSM2 was laying down hip-hop riffs, Thom Yorke was next door mastering his new chart friendly album. Yikes.

The game will be instantly familiar to fans of the *Music* series, though plenty of new stuff lurks underneath. The most obvious change is that the music creation screen scrolls from top to bottom, not left to right. Fans of the old system will take a few minutes to adjust, but newcomers will find it more logical. The riff building system has also been made clearer. The individual riffs will only slot into their allotted areas – so you can't accidentally put a bass line in a percussion column. It's easier than ever to search through a completed tune and make revisions.

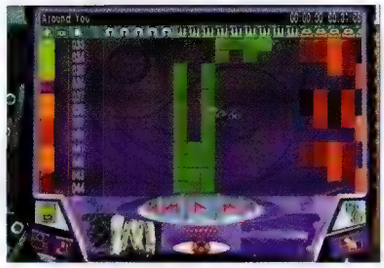
Thankfully, Tim Wright of Jester Interactive was on hand to outline the key changes: "The power of PS2 gives us 48 channels of sound to play with, compared with 24 in the original. The 8MB memory card lets us store 10 albums' worth of material, and you can hold a lot more sounds in the PS2's internal memory. According to one of our musicians, the new package is three times quicker to use – you can demo a riff almost instantaneously." PSM2 was especially taken with the new 3D videos that accompany your tunes – just pop on a pair of traditional red and green specs to view awesome results.

The sound samples now sound a lot more rounded, recorded as part of songs and not individual sounds. You can now choose from such diverse genres as Indie, Rock and and Trance, though all the old faves remain. Expect an unrivalled in-depth report next month.

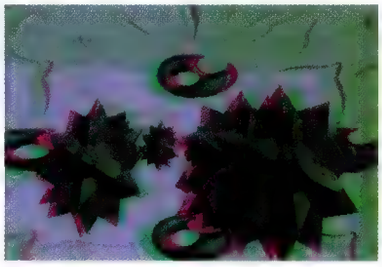
PSM2 RECKONS *We were fans of the PSone games, and this is more flexible than ever. Due to PS2's enhanced connectivity, it'll even be possible to save songs to minidisc or MP3 – we're already planning our outfits for Top of the Pops.*



LET US PLAY: Fiddly icons have been replaced with a familiar hi-fi playback setup.



WRITERS BLOCK: The block building systems been retained form the original game..



THE EYES HAVE IT: We were captivated by the mental shapes thrown... that's before the 3D glasses, 'an all.

EXPOSING MIDI-RIFF: You can demo sound samples almost instantly thanks to PS2's memory capacity..

BYTESIZE CONT

›SCEI will shortly be releasing *Poinie's Poin*. Set in Jelly Town, the game revolves around a character called Poinie collecting magical Poins (like *Rayman's* Lums) from such diverse locations as space and the land of dreams. Oh, yes.

› CAPCOM will shortly be releasing *Biohazard: Firezone* – an arcade shooting game featuring *Code: Veronica's* Claire Redfield. It's currently being tested by Capcom and Namco – who provided the arcade board.

›THQ have announced a deal with Mattel that gives them exclusive rights over the Hot Wheels and Matchbox licenses – good news for fans of miniature cars. Bad news for anyone who believed that *Micro Machines* was arse.

› INFOGRAMES have bought the license to La Femme Nikita – the watered-down TV version of the classic French hit-lady flick. Expect a heavily stealth-oriented game with Nikita and Michael as playable characters.

›ERGOSOFT will be one of the first companies to make use of the PS2's on-line capabilities – via the wonder that is Karaoke. Net Karaoke will let you download music files from its site for about ¥200 a time.

DON'T MISS

BIG GAME NEWS, DELIVERED FAST:

REVIEWS pg66
Fill your brain with unbeatable buying advice.

STRATEGY pg106
Secret stuff *They* don't want you to know...

SUBSCRIPTIONS pg118
Don't miss an issue of PSM2 with our great offer.

FAST FACTS

- It'll be out this Autumn.
- You'll race in 14 rounds across 96 tracks around the world.
- Between 4-5 million polygons a second are being generated in-game.
- Replay system at the end of each stage/round.
- Three different weather types for each stage (each time one if randomly selected).
- Procedurally generated courses – Evolution can create a length of track 10/20 km long, and it'll take about 5k of memory, as opposed to 500k for a normal game.
- The whole game's running at 60 frames per second – good news.
- SCEE have signed a deal with International Sports Communicators (ISC) for the exclusive game licence to the FIA World Rally Championships 2001-2005.

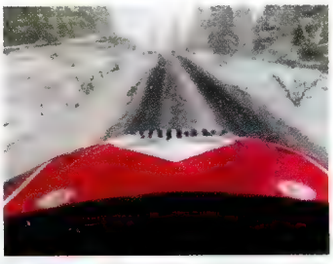
PSM2 LAST MINUTE UPDATE

HANDS ON: (Left) Evolution are using motion capture to get the driver's gear changes and foot controls.

TYRE WILCOX: Look at that wheel - the discs and springs all work independently.

CHEERED UP: The crowds will react as you tear past - listen out for airhorns...

BLUR WHICH? Depth of field focussing will feature prominently in the finished code.



NERK! In future installments it's likely you'll be able to drop your own face into the game.

DAMAGE URE

To maintain that sense of authenticity, it's essential for the cars to receive real damage. Because things are procedurally generated in *WRC2001*, it's means the designers can simply move points around on the car – eg. grab a point on the front of the car, pull it back and the whole bonnet moves. "The whole effect is that if you're not a particularly good driver, when you make it to the end of the circuit your car is smashed beyond recognition," says Martin. "It's dirty, there's smoke emissions, every panel is damaged, and you can only repair it later on – and it does affect the driving model."

›DEVELOPMENT NEWS 7/173

WORLD RALLY CHAMPIONSHIP 2001

PSM2 gets to see the awe-inspiring new PS2 racer and comes away hugely impressed. Could it be a *GT3* spoiler? Just maybe...

As well as opening their doors to give us an insight into the making of *The Getaway* (see pg58), Sony also recently revealed their stunning new rally game to PSM2. We can exclusively divulge that... it looks *simply stunning*. A quick scan of these fantastic new screenshots and you can see there's serious potential in that there mud.

"The whole aim for us, was to take a step back and think what is a rally game, what is rallying?," says Martin Kenwright, MD of Evolution Studios (*WRC 2001's* development house). "Because we're a new studio (we only formed in June 1999), with a lot of simulation experience, we had a clean piece of paper. So we thought, what's a rally? It's battling across spectacular scenery. It's adverse weather, it's dirty, it's messy, and it's dangerous – cars disintegrate. And up to this point, we don't really feel anyone has properly emulated this.

"So the whole design of the game was to do the following things: We would take real satellite data of actual rally locations around the world, we would drape the circuits across that terrain, we'd take all the real cars, we'd create a new type of technology, which would allow us to deform and damage the cars, we'd create special particle effects, damage effects and so on."

TWEAKEST LINK: You're likely to be able to alter around 20 parameters of the driver model.

WRC 2001 comes with the full 2001 season's worth of rounds, teams and drivers. Capturing that realistic rally feel, as you might have guessed, is paramount, and courses that are 'procedurally generated' – ie. not stored all in memory – allow Evolution Studios to free up enough memory to concentrate on creating rich graphics, model the cars even more accurately and the like. "Everything you're seeing in the world – trees, buildings etc – is statistically based," Martin reveals. "They're not generated by artists – the original shape is, but the computer program populates the world, which allows us to fill in thousands of square kilometres of terrain very authentically."

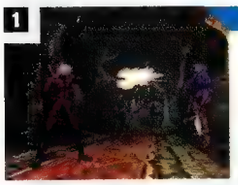
So how will Codemasters react to the fact that they could lose their rally game crown by the end of the year? Will *Colin MacRae* make actually it onto PS2 in 2001? More news on this – and *WRC 2001* – next issue...

PSM2 RECKONS *Drop-dead looks and scalpel-sharp handling? We'll be first in the queue for some of that. Get ready for WRC overload next issue...*

READER TOP TEN GAMES

YOUR MOST WANTED

There's a new, heavily-armed loner at the top of this issue's chart.



1 DEVIL MAY CRY

- **DEVELOPER** Capcom
- **GAME TYPE** Action Thriller
- **ON SALE** Winter 2001

It's looking better than we thought – and we told you it was going to be great before Turn to pg40. Right now. Please

www.capcom.com

2 TOMB RAIDER NEXT GEN

- **DEVELOPER** Core Design
- **GAME TYPE** 3D Adventure
- **ON SALE** December 2001/Early 2002

We can't see the sight of Angelina Jolie doing backflips in hotpants harming its popularity. But it might not even make it out this year...

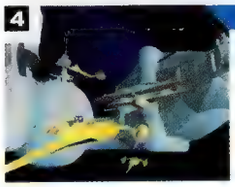
www.core-design.com

3 METAL GEAR SOLID 2

- **DEVELOPER** KCEJ
- **GAME TYPE** Stealth Adventure
- **ON SALE** Early 2002

It's finally been dethroned by some other quality titles – but you'll all be buying that there *Zone of the Enders* anyway, we'd imagine

www.konami.com



4 STAR WARS: STARFIGHTER

- **DEVELOPER** LucasArts
- **GAME TYPE** Tactical Shoot-em-up
- **ON SALE** April 2001

You can't be Han or Darth – but you *can* scream through canyons and blow up orbiting space stations. Great orders system, too.

www.lucasarts.com

5 THE GETAWAY

- **DEVELOPER** Team Soho
- **GAME TYPE** Action Adventure
- **ON SALE** Late 2001

Well worth a few Paul McKennas of anyone's Bugs Bunny. Get the chicken coop in this very issue, you *schlaaaaaags*. Sorry

www.playstation.europe.com

6 FINAL FANTASY 10

- **DEVELOPER** Square
- **GAME TYPE** RPG
- **ON SALE** Late 2001

Only limited on-line capabilities for Square's latest. But that doesn't matter, erm... does it? Can it escape the curse of the evens next issue?

www.squaresoft.com

7 HALF-LIFE

- **DEVELOPER** Gearbox Studios
- **GAME TYPE** First Person Shooter
- **ON SALE** TBC

If you've played the PC version, you already know how good it is. If not, you're in for an extremely violent treat...

www.sierra.com

8 SKY ODYSSEY

- **DEVELOPER** Cross
- **GAME TYPE** Flight Sim
- **ON SALE** April 2001

You're only ever one twitch of the joypad away from wing-splintering disaster – but it's sickeningly addictive all the same.

www.playstation.europe.com

9 GRAND THEFT AUTO 3D

- **DEVELOPER** DMA Design
- **GAME TYPE** Driving Adventure
- **ON SALE** TBC

Ah, but this time you'll get to experience the other end of the crim-victim relationship – it's possible to be carjacked yo'self.

www.dma-design.com

10 WWF SMACKDOWN! 3

- **DEVELOPER** THQ
- **GAME TYPE** Wrestling
- **ON SALE** TBC

There's almost no information available about it – but that hasn't stopped you ringing us up demanding to know whether Raven's in it

www.thq.com

LEAST WANTED

PORTAL RUNNER

- **DEVELOPER** 3DO
- **GAME TYPE** 3D Adventure
- **ON SALE** TBC

Oddly, the idea of that girl from *Army Men* running around with a lion doesn't seem all that appealing – we demand flying giraffes at the very least...

www.3do.com

MAIL US NOW!

WITH YOUR MOST WANTED GAMES...

Don't have a pop at us, we're just letting you know what you're letting us know. If you can't see the game that you're desperate to play, then mail us. We can share it with everyone **WWW.PSM2.CO.UK**

PSM2 MOST WANTED

THE TEN GAMES KEEPING THE PSM2 TEAM UP NIGHTS.

1 UNTITLED

↑ Naughty Dog's first PS2 title is still an exciting prospect... despite no name.

2 DEVIL MAY CRY

✳ Pistols! Swords! Zombies! Crushed velvet jackets! Hang on a minute. .

3 WINNING ELEVEN 5

✳ Which, we reckon, will be the best game ever If you like football

4 METAL GEAR SOLID 2

✳ Not the *only* reason to get this month's *Z.O.E.* – but not a bad one

5 GRAN TURISMO 3 A SPEC

↑ Get down and dirty in Rally mode. We have — it's fun

6 CODE: VERONICA: COMPLETE

– Possibly the scariest, most compelling game ever – appearing on PS2.

7 RED FACTION

✳ If blowing up walls makes you happy, get help.

8 HALF-LIFE

✳ We're hoping for a genuine improvement on the PC version

9 THE MATRIX

✳ Laurence Fishburne and leaping across rooftops with Carrie-Ann Moss.

10 SSX 2

✳ We want the sequel to PS2's best game delivered to us directly, OK EA?

OUR LEAST WANTED

You can take your title and...

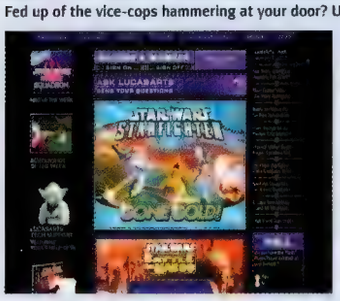
DUKES OF HAZZARD 2

They might never mean any harm, but they caused plenty on PSone

INTERNET ACTION

DEVELOPERS ON-LINE

Fed up of the vice-cops hammering at your door? Use the Internet for something constructive for a change, with our guide to the games world's hottest sites.



LUCASARTS

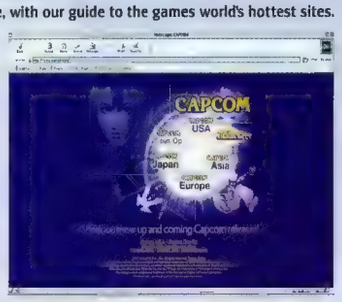
www.lucasarts.com

The team behind *Starfighter* – unsurprisingly – have an enormous site, chock full of information and screenshots connected with their many, many Star Wars-related games. There's even a section called Yoda's Helpdesk – but sadly, it's devoted to solving game-related problems, and never gives out any garbled philosophical insights.

EIDOS

www.eidosinteractive.co.uk

Links to the *Project Eden* and *TimeSplitters* sites are handy – but even better are the pictures of Angelina Jolie looking all sultry and cool that litter the page. You'll also find plenty in the way of screensavers and wallpaper, and even an option to subscribe to the Eidos newsletter Oh, and there's a link to a section entitled 'The Violator awaits'



CAPCOM

www.capcom.com

As far as we can remember, they've never really made a bad game – but there's not a lot on Capcom's website. The UK site offers a catalogue of old press releases, but if you're looking for up-to-the-wire games news, you're better off sticking with us Unless you want to see the latest news on *Devil May Cry* – from November.

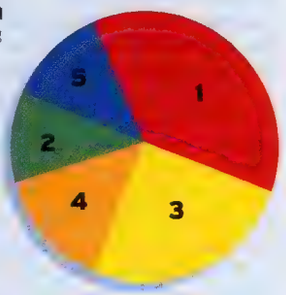
SPEAK YOUR BRAINS

THE PEOPLE'S CHOICE

Opinions, as a wise chap once said, are just an accumulation of your favourite prejudices. So, to avoid fights and general shoutiness, we only talk about meaningless tat, because PSM2's brain-friendly chart o' pie condenses the only opinions that matter – yours.

Tomb Raider: Next Gen

A quick rustle through our heaving backpack of mail bore some interesting results. What *do* you think of *Tomb Raider: Next Gen*?



1 It'll revolutionise *TR*. 37%
2 I've always loved *Tomb Raider*, and I always will. 12%
3 I'm looking forward to the new, degenerate Lara. 23%
4 It'll be like *Tomb Raider*, but with extra polygons. 15%
5 I hate *Tomb Raider* games. 13%

AND FOR NEXT ISSUE...

What do you think of *Virtua Fighter 4*?

I love Sega, love *Virtua Fighter* and I'm a bit trembly excited.
I love Sega, hate *Virtua Fighter* and wanted *Streets of Rage*.
I hate Sega. *Virtua Fighter 4* will be crushed by the mighty *Tekken 4*.
I don't care, when will *GI Jockey 2* get a UK release?

INCOMING!

ATV Offroad Fury and *Twisted Metal: Black* will never make it to Europe. But take heart as March puts some gleaming new PS2 titles onto the shelves...

March 2001

[illegible]	Take 2	
[illegible]	Infogrames	
[illegible]	Electronic Arts	
[illegible]	Ubi Soft	
[illegible]	Virgin/Interplay	
[illegible]	Virgin/Interplay	
[illegible]	THQ	
[illegible]	Square	
[illegible]	3DO	
[illegible]	T & E Soft	
[illegible]	JVC	
[illegible]	Cryo	
[illegible]	Konami	
[illegible]	Konami	
[illegible]	Konami	
[illegible]	Konami	
[illegible]	Electronic Arts	
[illegible]	SCEE	

April 2001

Hidden Invasion	Virgin/Interplay	
MDK2: Armageddon	Virgin/Interplay	
Star Wars: Starfighter	Activision	
Herdy Gerdy	Eidos Interactive	
Legacy of Kain: Soul Reaver 2	Eidos Interactive	
Gun Griffon Blaze	Virgin/Interplay	
Exhibition of Speed	Virgin/Interplay	
Sky Surfer	Virgin/Interplay	
Top Gun	Virgin/Interplay	
Jungle Book	Ubi Soft	
Tokyo Highway Challenge 2	Ubi Soft	
Army Men: Green Rogue	3DO	
Army Men Serge's Heroes 2	3DO	
Army Men: Lock 'n' Load	3DO	
Warriors of Might & Magic	3DO	
Heroes of Might & Magic	3DO	
Kuri Kuri Mix	Empire	
Sky Odyssey	SCEE	

May 2001

[illegible]	Konami	
[illegible]	Namco	
[illegible]	Electronic Arts	
[illegible]	Codemasters	
[illegible]	3DO	
[illegible]	Activision	
Red Faction	THQ	
Kengo	Ubi Soft	
7 Blades	Konami	

June 2001

Gauntlet: Dark Legacy	Midway	
Paris-Dakar Rally	Acclaim	
World Championship Snooker	Codemasters	
Gran Turismo 3	SCEE	
Portal Runner	3DO	
WDL War Jetz	3DO	
Alex Ferguson's Player Manager	3DO	
Spy Hunter	Midway	
Conflict Zone	Ubi Soft	
Evil Twin	Ubi Soft	
Dukes of Hazzard 2	Ubi Soft	
Extermination	SCEE	

July/August 2001

[illegible]	Capcom	
[illegible]	Acclaim	
[illegible]	Eidos Interactive	
[illegible]	Konami	
[illegible]	Konami	
[illegible]	THQ	
[illegible]	Titus	
[illegible]	Titus	
[illegible]	Virgin/Interplay	

Late 2001

Quake 3	Electronic Arts	
Project Eden	Eidos Interactive	
C.A.R.T. Fury	Midway	
Arctic Thunder	Midway	
Legion	Midway	
Tarzan	Ubi Soft	
Rally Circuits	Rage	
WWF Smackdown! 3	THQ	
Pure Ride 2	THQ	
CMX 2002	THQ	
Tetris	THQ	
World Rally Championship 2001	SCEE	
WipEout Fusion	SCEE	
Dark Cloud	SCEE	
The Getaway	SCEE	
Dropship	SCEE	
Final Fantasy 10 & 11	SCEE	
360 Challenge	Acclaim	
Gunslinger	Activision	
Kelly Slater's Pro Surfer	Activision	
Matt Hoffman's Pro BMX	Activision	
Shawn Palmer's Pro Cross	Activision	
Star Wars On-line	Activision	
Super Car Street Challenge	Activision	
Tony Hawk's Pro Skater 3	Activision	
World Sports Car	Empire	
Starsky & Hutch	Empire	
Ghostmaster	Empire	
VIP	Ubi Soft	
Peacemakers	Ubi Soft	
Jacques Villeneuve	Ubi Soft	
Road to Eldorado	Ubi Soft	
Suzuki 2	Ubi Soft	
Speed Devils 2	Ubi Soft	
Eternal Blade	Mattel Interactive	
Klonoa 2	Namco	
7: The Cavalry of Molmorth	Namco	
Mega Man Legends 2	Capcom	
Devil May Cry	Capcom	
Run Like Hell	Virgin/Interplay	
Baldur's Gate Legends	Virgin/Interplay	
US Navy Force	Jaleco	
Titanium Angels	SCi	
Thunderbirds	SCi	
The Italian Job	SCi	

To Be Confirmed/2002

[illegible]	Codemasters	
[illegible]	Havas	
[illegible]	Electronic Arts	
[illegible]	Electronic Arts	
[illegible]	Konami	
[illegible]	Konami	
[illegible]	Konami	
[illegible]	Fox Interactive	
[illegible]	Fox Interactive	
[illegible]	Eidos Interactive	
[illegible]	Infogrames	
[illegible]	TBC	
[illegible]	Take 2	
[illegible]	SCEE	
[illegible]	Activision	
[illegible]	Capcom	
[illegible]	Capcom	

This list correct – to the best of PSM2's knowledge – as this issue went to press

COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

EXPECTED UK LATE 2001 JAPAN SPRING 2001

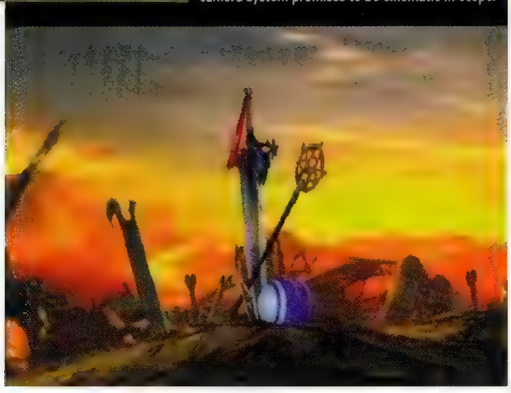
FINAL FANTASY 10

Mother of God... PSM2 brings you the *very first* shots from the hugely anticipated PS2 debut of Final Fantasy. Hold onto your jaw...

FIELDS MIGHTY REAL

Rather than the static pre-rendered backgrounds of *FF9*, *FF10* will utilise an Active Field System. Essentially, this means that Square are finally getting round to realising the game as a fully 3D polygonal experience. This promises to make the transition from exploring environments to fighting battles a significantly smoother ride.

OUTSIDE NOW: The newly implemented camera system promises to be cinematic in scope.



WOWIE BOWIE: One green 'un and one blue 'un? You know something's up when Yuna's eyes don't match.

WATER PALAVER...

The story's creator, Kazunari Nojima, has given little away concerning the plot of *FF10*. What we do know is that water's going to be a key element in the game, probably to the extent of directly affecting the world's look and how characters travel around. The game's logo is a big clue – it features, what looks like, a watery maiden dishing out a pasting to a fiery monster.

Fortunately, we do know something of the other characters. Yuna's the game's heroine, and the daughter of a famous summoner. Through the game she'll conceal her skills from other characters, and her clan – seen as the world's protectors – are believed to feature at some point in the plot. Yuna will be voiced by Mayuko Aoki, who worked as Rinoa's motion-capture actor for *FF8*.

TAKE CHAT AND PARLAY: For the first time you'll be able to hear the characters speak.

TIDUS, HI! Blonde, dumb and full of fun. Square move away from the sombre heroes of *FF7* and *8*.

INFO
- **DEVELOPER**
- **PUBLISHER**
- **GAME TYPE**
- **COMPLETE**
- **[illegible]**

ANTICIPATED FEATURES
- A completely overhauled combat system by Toshiro Tsuchida, the man responsible for *Front Mission*'s explosive exchanges.
- Internet support.
- Full facial motion allows realistic character expressions.
- Spoken dialogue.
- Active Field backgrounds.
- Single graphics engine for locations and world map.

Undeterred by the news that *FF10* wouldn't be an on-line experience, as originally promised by Square, fans of the behemoth *Final Fantasy* have continued to raise their expectations for the PS2 chapter of the series to almost epidemic levels.

So, when Square released these incredible pieces of character artwork and tentative screenshots, our own hopes for Hironobu Sakaguchi's meisterwerk burst out of our noses.

Those who know the series will be aware that the games never repeat themselves in terms of style and story, and purposely strive for perfection with every new edition to the stable. But even by *FF* standards, though, *FF10*'s Director, Yoshinori Kitase, has some radical ideas for how the new episode will play and look.

The first casualty of the next-gen step-up appears to be the Active Time Battle System. The introduction of Toshiro Tsuchida as Battle Director, will see the speed of decision-based sequence replaced with a system that relies, like the mech battle *Front Mission* series, on strategy. So desperately scrolling through piles of summons while your key characters get thundered back to the Stone Age could be a thing of the past.

The second major change will be how we see, and react, to the game's environments. 3D environments replace the static pre-rendered backgrounds, allowing for the team to work on eliminating the need to switch between the world map and location graphic engines. Using the single engine will eliminate the bizarre giant-running-around-tiny-island episodes when travelling from one village to another, giving you a constantly immersive PS2 gaming experience.

The lack of on-line capability is still something of a disappointment, but Square will be providing an Internet-based solution, where you simply visit a site to compare your progress throughout the game with a standardised game solution.

Certainly, the introduction of speech in a *Final Fantasy* game has come as a bit of a surprise, considering that Sakaguchi-san once claimed that it was something you'd never see in one of his games. If the relative success of *The Bouncer*'s voice characterisations is anything to go by, this could be one of the title's most impressive elements. As *FF10* will utilise the DVD format there should be no storing or streaming problems. It'll also mean that FMV sequences will be presented in Dolby Digital Surround Sound, which bodes well for Nobuo Uematsu's soundtrack.

FF9, PSone's *Fantasy* farewell, didn't disappoint long-time fans and continued the tradition of creating new admirers. We pray that *FF10* does the same. **PSM2**

Square are still adamant that they'll achieve a Spring 2001 release in Japan, with a UK release in the last quarter of this year. We'd like to think they'll do it, too.

"THE FIRST CASUALTY OF THE NEXT-GEN STEP-UP APPEARS TO BE THE ACTIVE TIME BATTLE SYSTEM"

COMING SOON

ONLY IN **PSM2** - TOMORROW'S BIG GAMES FIRST!

PSM2 GUT REACTION

The pedigree of *Final Fantasy* is unquestionable, but even the excellent *FF8* had its detractors. As the series moves forward there'll always be those that get lost along the way. So, what we see on PS2 might not be the game we've come to love, but it'll still be something monumentally special. If it achieves the visual opulence of the artwork and screenshots we've seen, they'll be few bitter fans, and, rest assured, the continuing excellence of *FF*'s writers and designers will ensure that it'll be every bit as captivating as previous titles.

+ PS2 processing power, one of history's most popular titles and perhaps the most successful creative teams in gaming? How could it fail?
- Some fairly serious tinkering might leave die-hards cold, and the expectations are skyscraper high. Let's hope *FF* isn't due a fall.

SYMPATHY FOR THE DEVIL...

This is you. You are Dante, a supernatural investigator and a man with demon blood pumping through his veins. Two thousand years ago, one of your demon ancestors successfully drove the forces of darkness from the world. Things have been pretty peaceful – until now... your family are being ruthlessly and efficiently killed, and you realise the demons are returning. It's down to you to seek revenge...

MAGNUM FORTIFIED: You're armed with a five-foot broadsword and two cracking guns.

EXPECTED UK AUTUMN (TBC)

DEVIL MAY CRY

Survival horror specialists, Capcom, reveal their latest excuse for you to shred the undead. We're moist...

So, devil may cry, huh? Oh, might he? Why? How? Like a baby? What's he done? What's happened? What in the hell's *going* to happen? Thankfully, we'll find out this March, when Capcom release an exclusive demo disc of their brand new super-cool take on their own *Resi Evil* game type. Fantastic stuff!

In a move similar to Konami's *Z.O.E./Metal Gear Solid 2* combo, the *Devil May Cry* demo will come packed in with the Japanese release of *Code Veronica: Complete*, giving everyone a taster of the direction Shinji Mikami (*Resi Evil, Dino Crisis...*) wants to take this style of action-adventure.

Unlike *Resident Evil*, classed as a 'panic action' game by Capcom, *DMC* falls into the category of 'action thriller' – and it's clear why. The game takes this genre to new soul-sapping, panic-drenched depths. You take on the role of Dante, floppy-fringed descendant of the devil Sparda, who defended mankind 2,000 years ago. Like Jin from *Tekken*, Dante's got devil blood in his veins. Part demon, part human, it's your job to defeat the forces of darkness which once again want to claim the world as their own.

The way that Dante moves, swings his sword, pulls his guns and basically kicks demon ass has to be seen to be believed. Just check out these awesome new images... PSM2

The full version of Devil May Cry *will hit Japan in the Summer. Massive look at the game coming next issue.*

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE
- COMPLETE

ANTICIPATED FEATURES
- Sword & gun combo attacks.
- The chance to morph into a devil, affecting combat strategy.

PAIR SHAPED: Forget Lara Croft's twin-set - Dante gets much more bloody results with his guns.

CHRIS TARANTULA: Coming from the mind of *Resi Evil's* creator, it's no surprise to see giant spiders...

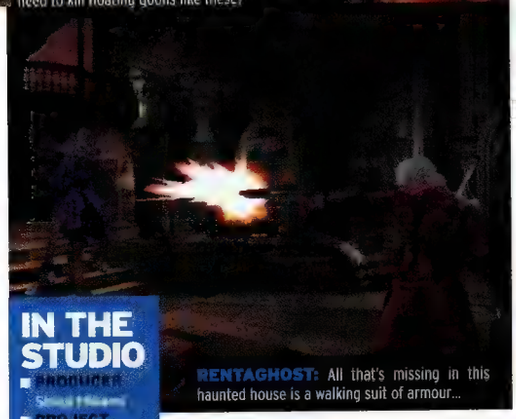
DE-MAN: PSM2's confident that Dante will be a 'bit of a messed up guy' when the full story's revealed...

BLADE GUNNER: We expect there to be four elementally based swords in the finished game.

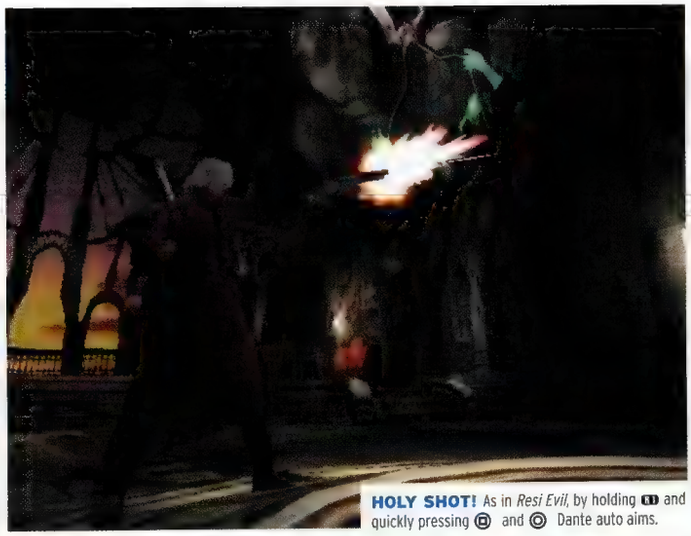
GHOSTS FACE KILLER

So what kind of enemies can you expect to line up as Dante's pistol fodder? We've seen examples of ghostly, twisting marionettes with curved blades for hands; hovering legless spirits wielding snapping-great pairs of scissors; a giant winged monstrosity that crashes from the ceiling... Thankfully, Dante seems unshaken – he's armed with two pistols and a filthy great sword. But, more importantly, he has the ability to change into a winged demon to face the toughest enemies...

HOLY SMOKE! What type of ammo do you need to kill floating goons like these?



RENTAGHOST: All that's missing in this haunted house is a walking suit of armour...



HOLY SHOT! As in *Resi Evil*, by holding R1 and quickly pressing ■ and ◎ Dante auto aims.

DANTE CALL ME BABY

The self-assured, almost cocky way Dante moves around the Gothic environments; the way he pulls his pistols and calmly unloads steaming lead death into creeping, flying, *oozing* things; the way he stands unmoved when the demonic legions of some dark dimension bear down on him is very cool. This Dante takes no crap.

STAND AND DELIVER: Man, Dante is *the* dude – definitely the coolest character on PS2 so far.

LOOSE CHANGE: When his spiritual power bar is filled up (by killing enemies), Dante can transform...

DEVIL WOO MAN: ... into his half-demon form. His attacks become more devastating.

STABBING UP: Like Sparda before him, Dante's a 'bit of a demon' with his blade (you simply press ▲).

IN THE STUDIO

- **PRODUCER** [redacted]
- **PROJECT DIRECTOR** [redacted]

TEAM HISTORY

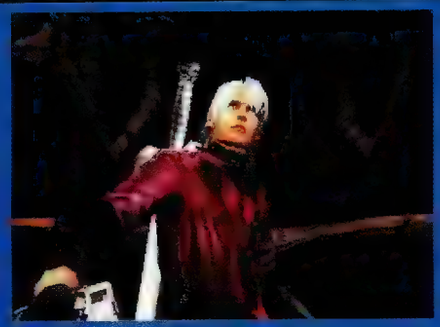
Mikami created the *Resident Evil* and *Dino Crisis* series', but he started his career at Capcom working on titles like *Aladdin* and *Goof Troop* for the SNES. He set up a team to work on *Devil May Cry* believing it to be another chapter for the *Resi Evil* series. However, Capcom soon realised that *DMC* was fast becoming a different game. The story was reworked and game configured to one with more fantasy leanings.

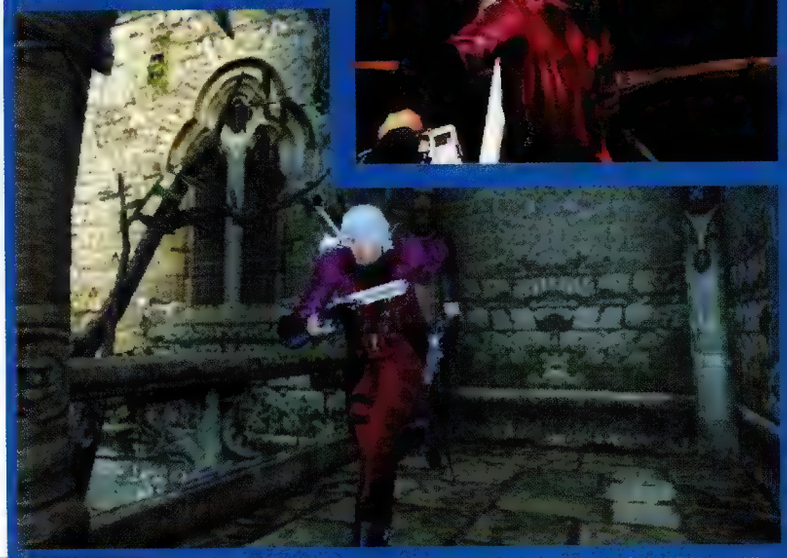
FOR MORE INFO

www.capcom.co.jp/devil/index.html (There's some action-packed trailers for the game on Capcom Japan's *DMC* site which we urge you to see – this game is going to be huge.)

THE DEVIL'S IN THE DETAIL...

Devil May Cry throws its polygonal characters, scenery and objects around the gorgeous real-time environments breathtakingly well. PSM2 has seen examples of cavernous Gothic interiors, a ruined castle atop rugged cliffs and sunset-drenched courtyards. We've been impressed.





WONDER WALL: The sharp detailing in the textures (just look at that lichen), the creative use of mixed lighting and the powerful weapon effects combine to create an intense gaming environment. *Devil May Cry* looks bloody astounding.

PERIOD PAIN: Ok, can you name the time period *DMC*'s set in? It's kind of tricky isn't it, but the game's designers do seem to be trying to fuse Victorian, Gothic and present-day eras, then melting them all up into some sort of crazy comic book fantasy fondue. The flowing trenchcoat, the waistcoat, the whole crimson appearance of Dante – it's all rather camp, a bit Llewllyn Bowen. But the minute he pulls his weapons, he looks like demon killer he really is. Pity about his hair.

COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

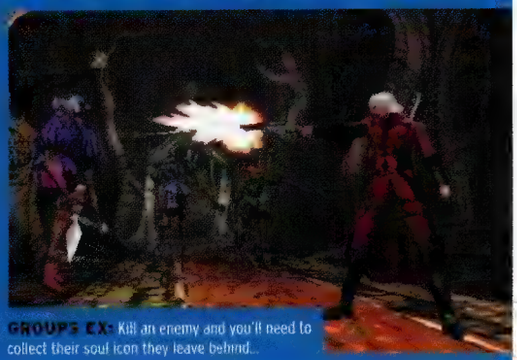
BRING 'EM ON!

Dante won't just be facing up to single, shambling critters during the game. Like in *Resident Evil*, it seems you'll frequently find yourself cornered by groups of enemies, with you relying on some razor-sharp gunplay and Dante's incredibly impressive array of moves to get out of trouble. Ammunition doesn't seem a huge concern – we've yet to see Dante run out...

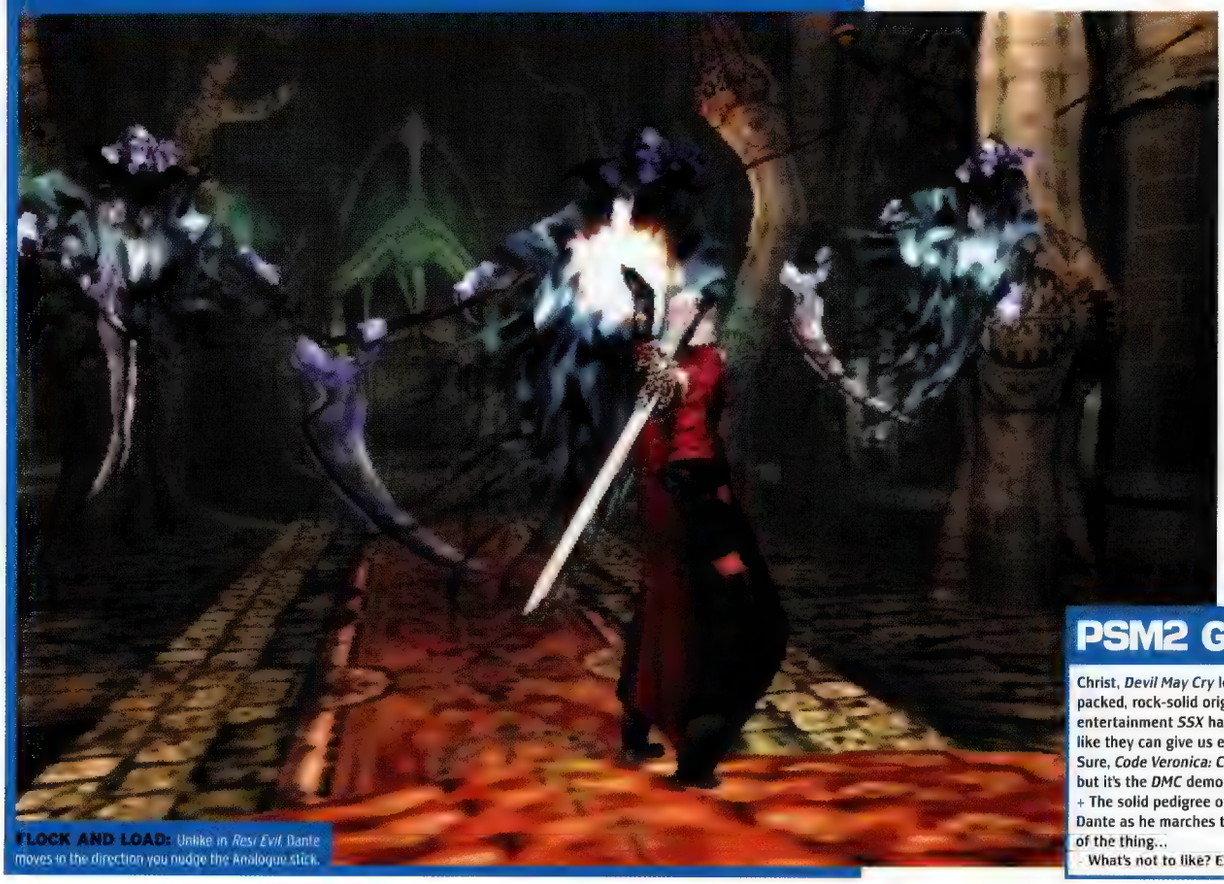
GOOD TURN OUT: These marionettes don't seem threatening – until you see their weapons...

THE ULTIMATE ASSAULT...

It's currently unclear when's there's an obvious time in the game to swap between one gun/twin guns/demon sword, or whether it's a case of 'Run out of ammo? Best be swinging that blade then'. But it's the way that Dante can use his sword and guns in devastating combination that – quite frankly – rocks. Rather than cleaving limbs off, you swing the sword in an uppercut arc, sending an enemy soaring towards the ceiling, then quickly draw your pistols and shoot 'em dead. In lots of bloody pieces. It's probably unnecessary messiness, but it looks great.



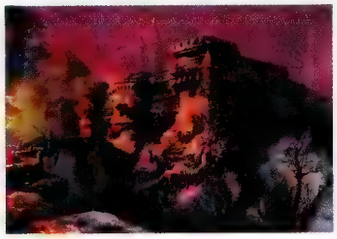
GROUPS EX: Kill an enemy and you'll need to collect their soul icon they leave behind...



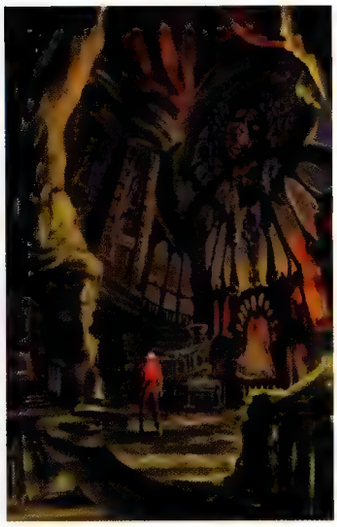
FLOCK AND LOAD: Unlike in *Resi Evil*, Dante moves in the direction you nudge the Analogue stick.

SKETCH ARMSTRONG

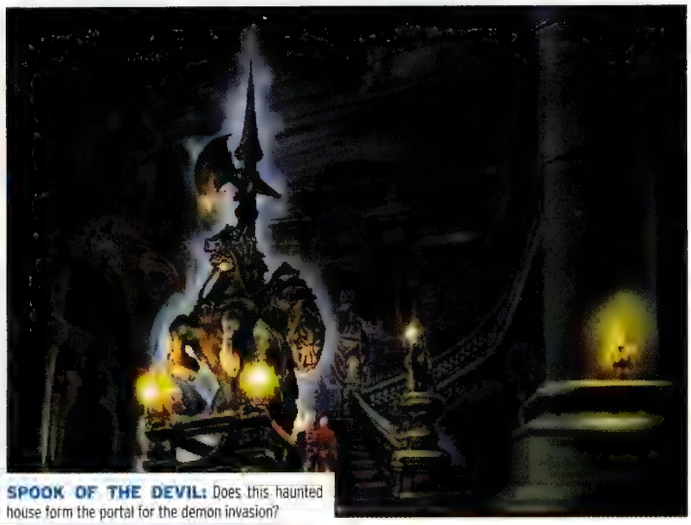
We're not going to grind on about how much thought's gone into the look of *Devil May Cry* – that much is obvious from the awesome screenshots we've brought you this month. But Capcom clearly have some top-of-the-line designers working to create a game with a unique feel and atmosphere – *Resident Evil*, this ain't. Just take a look at some of the detailed pre-production artwork for the game world...



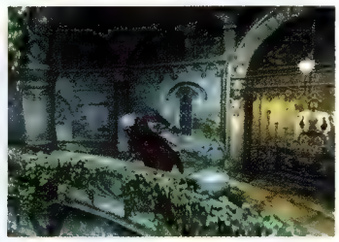
SOUND CASTLE: Does all the action take place here, or is this one of many fearful locations?



SIM BURTON: Capcom seem to have gone a bit Edward Scissorhands on us with these settings.



SPOOK OF THE DEVIL: Does this haunted house form the portal for the demon invasion?



CAMERA SHY: Similar to *Code Veronica's* engine, there are fixed camera angles, plus some panning...

MIGHT AS WELL JUMP: Like Snake in *MGS2*, Dante's animation routines are unbelievably smooth.

PSM2 GUT REACTION

Christ, *Devil May Cry* looks really, *really* good. We need more action-packed, rock-solid original games for PS2 – look at how much entertainment *SSX* has delivered by the bucket-load – and Capcom look like they can give us exactly that in this comic-book action adventure. Sure, *Code Veronica: Complete*'s certain to be a soundly crafted sequel, but it's the *DMC* demo that we're really waiting for...

+ The solid pedigree of the creative team behind it; the cool swagger of Dante as he marches through the environments; the whole stylised look of the thing...

- What's not to like? Erm... his hair's a bit long?

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DRIVING SCHOOL

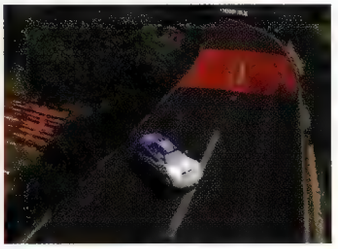
Accuracy is the name of the game, so you can't be expecting to jump into a supercar and pull a side wheelie down a crowded street first go.

A set of driving aids have been incorporated to ease people into the action, which can be gradually reduced as your skills improve. Naturally, the real test is the Stunt mode.

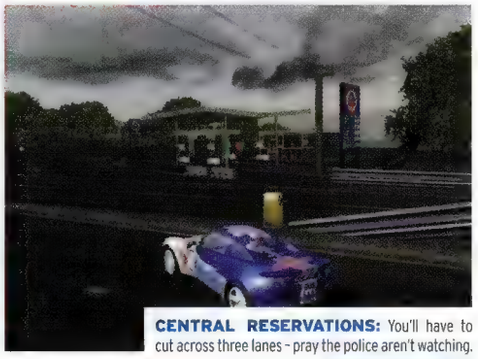
SKY-LOW: The track unwinds through a lush boulevard deep into the cloudy city horizon.

LOTUS REDDING: There's some beautiful realisation of the curves and shine on the bodywork.

PUMP IT UP: The racing's intense, the cars are shiny and you can even pop in to the garage for a pasty, maybe.



RED STRIPE: Wild skids leave scorching tyre marks on the countryside road's immaculate Tarmac.



CENTRAL RESERVATIONS: You'll have to cut across three lanes - pray the police aren't watching.

EXPECTED UK JULY

LOTUS EXTREME CHALLENGE

James Bond's Lotus Esprit smashed to pieces in life-threatening stunt scenes? Finally, an official car licence with a sense of humour.

Cars don't get sexier than Roger Moore's Lotus Esprit from The Spy Who Loved Me. It was everything an aspiring secret agent could want: sleek, monstrous and outrageously camp – but at a price to die for. So quite why Kuju Entertainment are dishing up a Lotus garage of classic cars for the price of an officially licensed cup holder is beyond our simple brains – they're even including Patrick McGoohan's classic Lotus 7 from The Prisoner as well. Best of all, you'll be able to do a *lot* more than drive them around Donnington race track at 30mph.

Lotus are so confident of Kuju Entertainment's ability, that they're letting them smash up their cars – a first for an officially licensed game. By playing the Story mode, you can enter races to win cash and buy bigger and better motors. Eventually, your garage should get so big you'll have to employ drivers to race for you. It's around about this time that the movie producers will start taking an interest and the stunt roles start pouring in.

DE-TOUR DE FORCE: Whizz past the watching police vans by slipping into the deserted fast lane.

The game will feature incredible detail, allowing the cars to take realistic damage. Each motor should respond differently, based on real-life physics data provided by the manufacturers. This accuracy will extend to the locations – the English roads are littered with speed cameras and feature chillingly authentic motorway signs, while the Florida-based sections should offer some stunning coastal scenery.

The Story mode challenges depend on the gender of your chosen driver. So supposedly, the feller gets to run down the shops for a loaf of bread while his missus performs a loop-the-loop over a flaming moat. Longevity should be provided with a simultaneous two-player mode – though we're yet to see this up and running. At present the code is still a little chuggy and would benefit from some optimising tweaks here and there.

At very least, this'll be your prime opportunity to cruise familiar English countryside, but sat at the wheel of a wallet-busting supercar. **PSM2**

Lotus Extreme Challenge is tentatively scheduled for July.

INFO

- **DEVELOPER** Kuju Entertainment
- **PUBLISHER** Virgin Interactive
- **GAME TYPE** Driving
- **COMPLETE** 60 percent

ANTICIPATED FEATURES

- The official Lotus licence offers access to 41 classic cars, precision modelled to the last detail.
- A variety of game modes, including Championship, Story and Stuntcar options.
- 17 tracks plus 10 stunt levels, with courses from London, Tokyo, and Florida.
- Full car damage and texture map deformation – the cars will handle relative to the degree of damage.
- Police surveillance system – if you get caught speeding, expect to pick up a ticket. Receive too many and it's licence revoked.

LOTUS EXTREME CHALLENGE

"LOTUS ARE SO CONFIDENT OF KUJU ENTERTAINMENT'S ABILITY, THAT THEY'RE LETTING THEM SMASH UP THEIR CARS"

RUSTIC BUCKET

A dreary Sunday afternoon drive has never been so realistically portrayed. Just marvel at how the rolling contours of the farmers fields link together in traditional patchwork fashion. Everything is quintessentially English: the road markings, the signs, the village masonry... good grief, there's probably even a queue outside the garage.

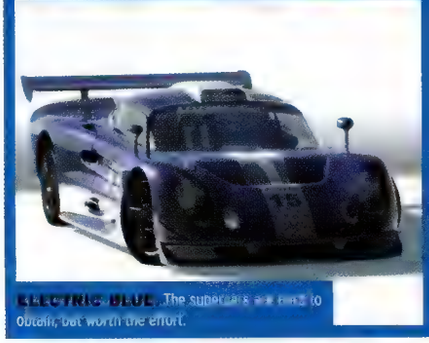
BIN AND GONE: Looks like the dustbin men forgot to pick up the rubbish.

MY OTHER CAR'S A LOTUS

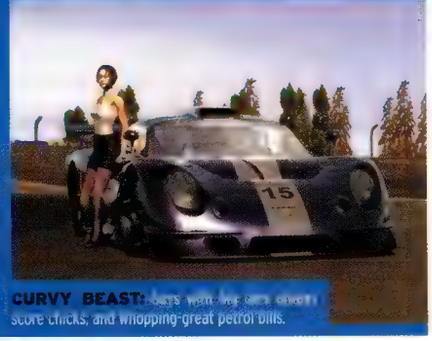
Short of an audacious jewel heist, you're not going to acquire a sexier set of cars. Kuju Entertainment have been given access to Lotus' full back catalogue, from the 340R to the Lotus 7. It's going to take hard work to win the best motors, so the inclusion of a damage system should ensure that you won't be throwing them around too lightly.

DREAM SUNSET: Forget the reality, real satisfaction comes from shiny great polygons.

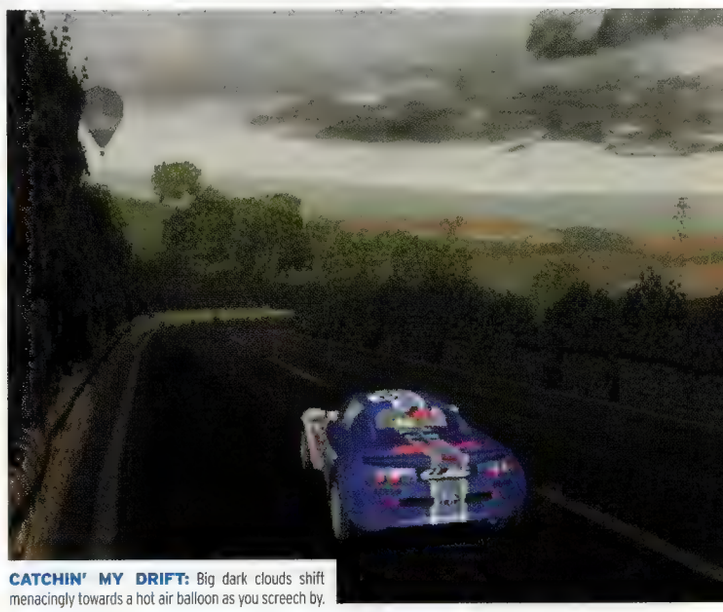
RADICAL CONCEPT: Lotus are taking beach buggies to strange new places.



ELECTRIC BLUE: The supercars are hard to obtain, but worth the effort.



CURVY BEAST: Cars with big bonnets score chicks, and whopping-great petrol bills.



CATCHIN' MY DRIFT: Big dark clouds shift menacingly towards a hot air balloon as you screech by.

PSM2 GUT REACTION

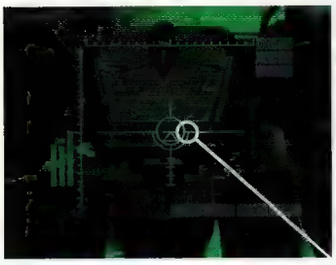
It's going to take a special game to stand out in the post *GT3* world, and *Lotus Extreme Challenge* might just have what it takes... on paper, at least. Once we've got hands-on with the inner-city pursuit races and intriguing Stunt modes, we'll be better placed to pass verdict. It's early days, and Lotus should be applauded for their liberal approach to car damage – encouraging people to treat their expensive virtual motors with respect. Kuju Entertainment have to be admired for refusing to meet the racing big guns on their own terms – sneaking around the back roads with some innovative gameplay solutions and the chance to diversify from a simple racing career into the crazy world of writing-off cars for fun and money.

+ Extensive car catalogue and potentially fabulous Stunt mode.
- Eerily empty screenshots and handling fears.

STATIC SHOCK: The animations don't have the same cinematic feel as those used in *Front Mission 3*.

DOUBLE JEOPARDY

The two-player confrontation pans out as a turn-based affair, with you moving each of your four-member team and then committing them to either long range or close-combat attacks. There's the option of setting player handicaps to help the novice commander as well.



GOT MY EYE ON YOU: Long range weapons have pretty sights but, sadly, you've no control over targeting.

NORWEGIAN WOOD: The forests of Europe are your first port of call for some two-player action.

EXPECTED UK MARCH

ROBOT WARLORDS

It's got plenty of front and it's heavy on the missions, but does *Warlords* have the weight to take on Square's mech-strategy superiority? Take a closer look...

INFO
- DEVELOPER: OaZZ
- PUBLISHER: [illegible]
- GAME TYPE: Mech Strategy
- COMPLETE: 85 percent

ANTICIPATED FEATURES
- Eight playable characters each with their own styles of mechs – called 'Bullets' throughout *Robot Warlords*.
- Fully customisable options including weapons upgrades and alteration of body colour.
- Two-player confrontation set in four different locations around the world.

GUN FISHING...

There're plenty of toys to strap onto your 'bot prior to combat and they all have their bonuses and disadvantages. The RL-M1 missile-launcher, for example, packs a punch but requires some heavy-duty legs to carry it, thus cutting your mech's motion points.

MELTDOWN: Persevere and you're soon able to get your head around the info overload during combat.

WHOA HORSEY: The GG-080 is an arm-mounted Gatling gun that unleashes a massive onslaught.

RANGER SMITH: Go for the RL-M1 and you can lay down fire safely from a distance.

Poor old Tokyo. One minute it's being ravaged by fire-breathing lizards, the next huge robots are attempting to flatten it and overthrow the government. And this is where you come in, taking control of a group of mechanics who have just seven days to nail the rebels.

Cue much pondering of menus, balancing of strength against fire-power and wasting metal-clad enemies in a succession of turn-based battles. This is pretty much a straight lift of Square's *Front Mission* series which has been updated visually for PS2. As such, it's a case of settling in for plenty of character-driven exposition and minutes of set-up tinkering before heading out into the combat zone.

The code's well on its way to release, so things are looking pretty solid at the moment apart from a few problems with dialogue. That said, the animations are seriously dark and not that impressive, while the gameplay seems perpetually restricted to ground level. No roof-top sniping here then.

Another issue we have with the game at this stage is that the action – despite the ability to skip animations – fails to feel either speedy or responsive. There's also a problem with the amount of information that muddles every screen leaving you unsure as to whether your previous attack had any effect at all.

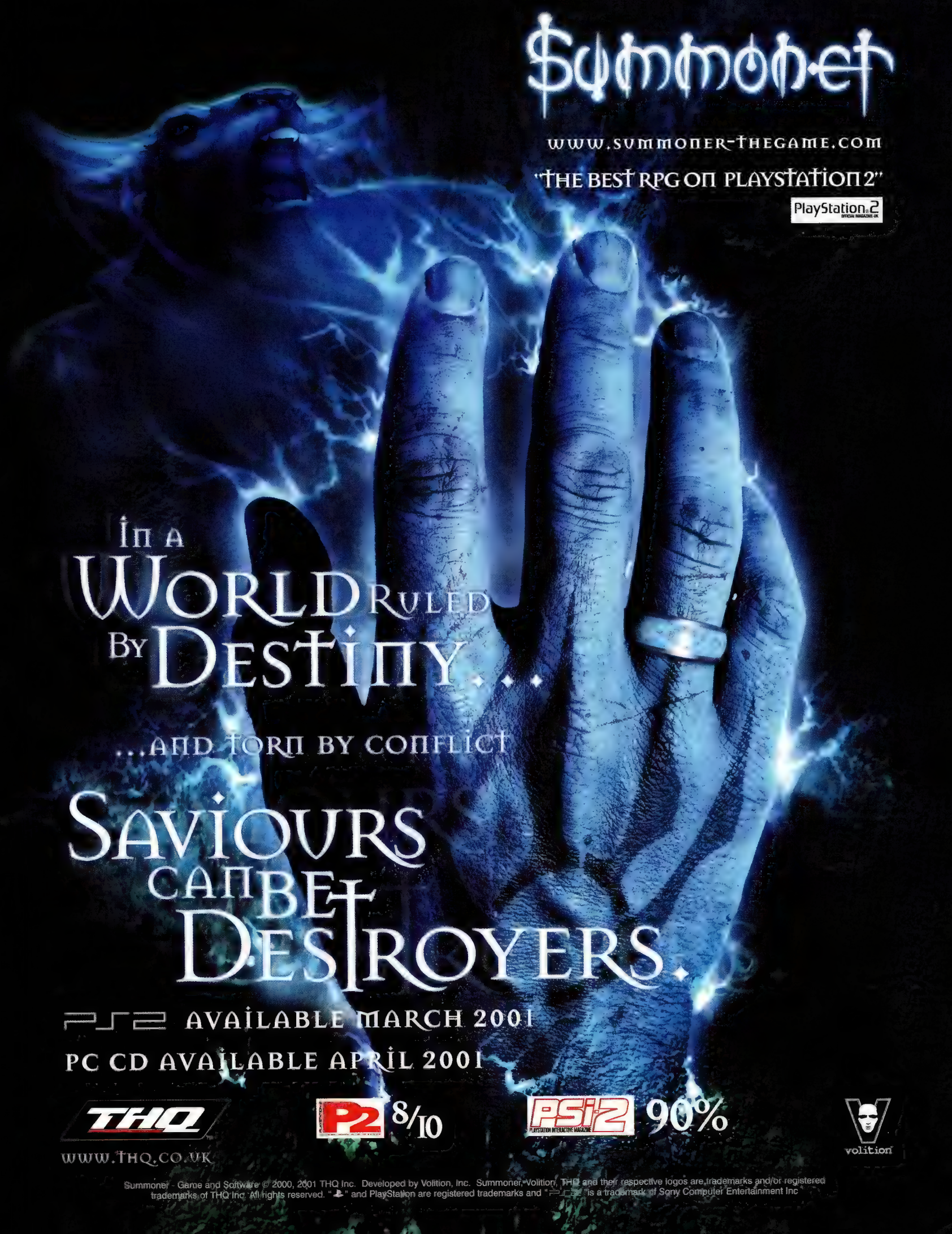
Get beyond these teething troubles, though, and you'll still find plenty for mech game fans to get excited about, as the game comes with a host of customisation options as well as a rather natty two-player challenge. **PSM2**

We'll have a whole lot more on this title when we review it in the next issue.

PSM2 GUT REACTION

The dark visuals and uninspiring animations aren't winning many friends around the office, but the versatility of combat options and the two-player challenge do offer plenty of potential for some complex manoeuvres out on the battlefield.

+ Plenty of strategic variation with primary and secondary weapons enabling special moves.
- Doesn't push PS2's chipset to the limit and could do with turning the brightness up a bit.



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COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

SPRING BOX: With big suspension you can make even the smallest bump look spectacular.

SHIPS OF THE DESERT: This amount of sand will clog your air filter in no time at all.

PALMED OFF: Hazards on the track result in some vicious looking damage effects.

SHAH WADIS WADIS

The desert sections, as well as obviously being the most attractive, are also the toughest sections of the race – putting an incredible amount of strain on both drivers and vehicles.

FLAT MATE: Punctures are one of the main reasons for retirement - make sure you carry a spare.

HEAT AND DUST: Screw the opposition by cutting in front of them and reducing their visibility.

EXPECTED UK JUNE

PARIS-DAKAR RALLY

PARIS-DAKAR RALLY

INFO

- **DEVELOPER** Broadsword Interactive
- **PUBLISHER** Acclaim
- **GAME TYPE** Racing
- **COMPLETE** 70 percent

ANTICIPATED FEATURES

- Four types of vehicles to race over some of the harshest conditions on the planet – Motorcycles, 4x4 off-roaders, rally cars and quad bikes.
- Up to 350 other rally drivers to pit your team and vehicle against, with everyone involved being fully licensed and accurately realised.
- 12 stages with each only being unlocked if your performance during the previous leg was up to scratch.
- Arcade, Rally and Campaign modes.

Go flat out on the kind of terrain that turns lesser machines into rusty hulks and sorts the off-road men from the karting boys...

Breath in... breath out... Fresh air, amazing isn't it? Well, as far as the drivers of the greatest endurance race in the world are concerned, air is for wimps. What you want to be breathing is nothing but dust. And, better still, that dust should come from the windswept dunes of the Sahara.

It's no surprise that such a competition, already heavy with machismo and the stench of petrol, should be picked up by the likes of Broadsword and turned into a rallying franchise worthy of PS2's architecture. The race, in the real world, began back in 1979, and since then has become synonymous with both speed and endurance over 6,500 miles of some of the most inhospitable landscape ever encountered by a motorised vehicle. Starting in the congested suburbs of Paris, its tortuous route takes competitors through desert, jungle and mountains until it reaches a climax within sight of the Egyptian pyramids. As such, expect the game itself to provide similar thrills on a global scale.

Select any one of the 24 fully licensed vehicles from the starting grid and you're off into a world of hard knocks, as the big boys of all-terrain set out to prove that their vehicles are the hardest things on – and off – the road. Names like Mitsubishi, Toyota and Ford are all in there with the added bonus that you can customise everything from you vehicle's set-up to the colour of your team's crash hats. And, whenever you get a seriously in-depth level of tuning variables, there's usually a host of drop-dead gorgeous physics not far behind.

In addition to the promise of some meaty gameplay there's the potential to take alternate routes for each of the 12 legs as well as the challenge of dealing with over a hundred potential hazards, including stray livestock and Turag rebels. There's also an innovative stamina-based reward system that can even effect the health of your support crew. Pull into a checkpoint after a few bad stages and you could easily find half your team suffering from sunstroke, costing you valuable time during emergency refits.

Leaving the impressive tech-specs behind, racing from Paris to Dakar basically boils down to one thing: survival of the fastest. It's this purity of endurance versus speed that's got us itching to test drive the review code. **PSM2**

Hurtling this way for a June release, we'll be grabbing our dust masks and sun block shortly.

IT'S A DIRTY BUSINESS

There're four types of vehicle to tackle the race with. Rally cars/buggies, 4x4 off-roaders, motorcycles and quad bikes. Sadly, the heavyweight class isn't catered for in the game, so no chance of playing as the hardy Russians in their climb-every-mountain Kamaz trucks.

SHOCK ABSORBERS: Each vehicle gets to race against other competitors in its own class.

THE BODY BEAUTIFUL: The models are exceptionally detailed as well as being highly buffed.

THE BOUNCER: Quads and motorcycles are only used on the shorter legs in the real race.

CAN'T BE FAGGED: All cigarette advertising has been dropped for the game.

POP UP A WET ONE: It's not all heat and dust as there're plenty of rivers that have to negotiated.

BACK IN THE REAL WORLD

It's surprising that someone hasn't cottoned on to doing a Paris-Dakar game before now, as the competition seems ready-made for translation into a game. Fast cars, varied terrain and support teams the size of armies. Tearing over huge barren vistas in motors? Sounds like the perfect driving game experience to us...

ICE COLD IN ALICE: The bikes have a much better time dealing with the soft sand.

RALLY CHOPPER: Accidents do happen, so there's always a rescue helicopter close to hand.

QUAD DAMAGE: Slip the back end out on rougher ground and you'll be calling for the mechanics.

HOPPING MAD: You're guaranteed that plenty of vehicles will be going airborne.

PSM2 GUT REACTION

The vehicle models and backdrops look suitably impressive, although there's been little released on damage management or how the multiple route system will actually work. So what we've got at the moment is something that resembles a top-notch rallyer with the potential for a survival-based set-up, as opposed to one that just improves performance.

+ Good looking and remarkably varied in its style of racing.
- Could end up as being a half-decent racer with some okay management aspects rather than excelling in both departments.

COIL AND TROUBLE

Kurt Hectic, the former cleaner of Doctor Fluke Hawkins and reluctant hero of *MDK* on PSone, is back in action. The reason for coming out of the briefest retirement in history and donning his characteristic coil suit once again? The return of those accursed Stream Rider aliens.

FALL GUY: Plunging earthwards from the Doc's flying lab, Kurt prepares to tackle the alien hordes.

SHARP DRESSED MAN: The coil suit comes complete with nose-mounted sniper rifle.

EXPECTED UK APRIL

MDK2 ARMAGEDDON

Dogs, mad Doctors and janitors join forces once again to combat an alien menace. Obviously too much trouble to involve the army, then...

This, as developers Bioware are keen to emphasise, is not a port of the recent PC hit. Nope, instead what you have here is a totally original game coded for PS2 as a direct sequel to *MDK* – originally made by Shiny back in pre-steam days 1997.

Of course, you can expect similarities between this latest version and the PC incarnation, but that's no bad thing as the game was touted as being one of the best third-person shoot-em-ups ever devised. All promising news for PS2 gamers.

The loose plot revolves around an eccentric inventor called Doc Fluke Hawkins, his youthful assistant (Kurt Hectic) and his faithful mutt (Max) who combine their collective skills to defeat yet another invasion of the Stream Rider aliens.

There's a whole pile of other stuff about fluxes in galactic energy fields, but it all becomes irrelevant as soon as you pull the trigger for the first time on the training level. This game's all about blowing things up and running from one location to the next as fast as your legs will carry you. That's not to say that it's going to a be dull repetition of carnage, as there's plenty of variation to the action. Complete a level and control will immediately switch between the three principle characters, giving you a chance to sample each of their unique skills.

Play as Kurt, for example, and you'll be sniping your way through platforms. The Doc, however, is faced with the complex task of combining everyday objects in order to create long-range weapons. Probably the most pure character in the shoot-em-up stakes is Max the dog, whose six limbs ensure a constant cycle of weapons and high speed scampering.

Other elements include a selection of mini-games as well as some of the most complex boss encounters you'll ever play. And with locations like rotating asteroids and Dr Hawkins' Subspace Art Gallery, you just know this is going to continue the nut-job legacy of the original.

The series has always had its tongue firmly shoved in its cheek, which is something that may well put off some who are looking for a more serious action/adventure experience. **PSM2**

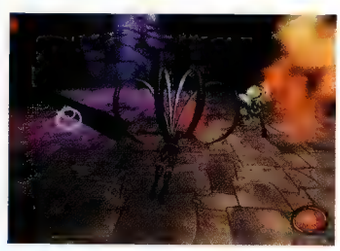
The unlikely trio are scheduled for a long-awaited PS2 appearance in April of this year

INFO

- **DEVELOPER** Bioware
- **PUBLISHER** Interplay
- **GAME TYPE** Shoot-em-up
- **COMPLETE** 95 percent

ANTICIPATED FEATURES

- 10 sprawling levels jam-packed with enemies and boss challenges.
- Three playable characters each with their own unique take on the non-stop action.
- The chance to play with hardcore weaponry such as Gatling guns, Uzis plus the welcome return of The World's Most Interesting Bomb.



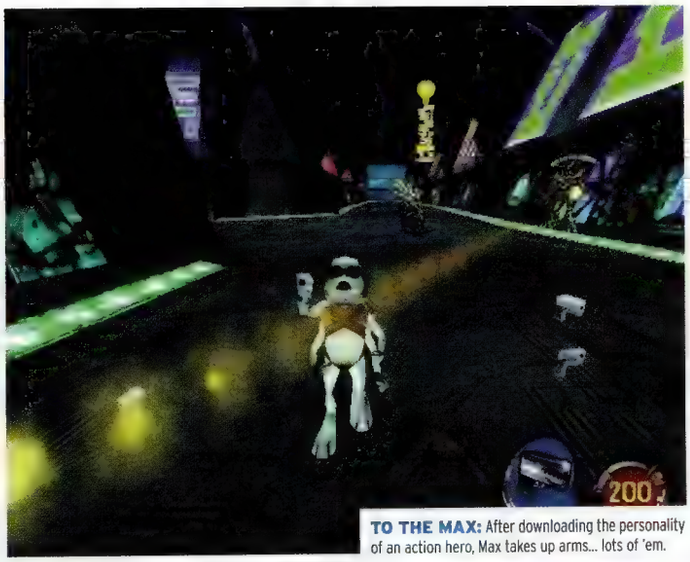
DODGE CITY: Strafing and short glides are the name of the game if you want to avoid alien fire.

LIVING ZOOM

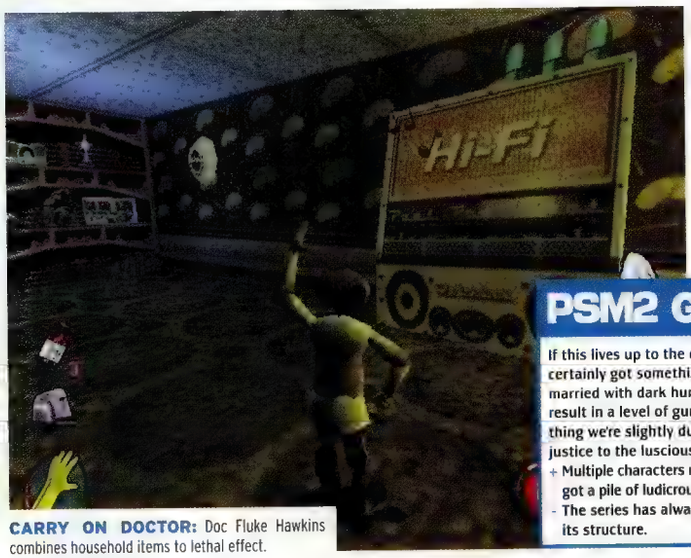
Now focus, concentrate... As well as legging it through the massive levels blasting anything with a green, warty hide, you can also slow down the pace and get sneaky on the Stream Rider's fat asses. Using your sniper mode you can trigger door mechanisms from a distance, take out security gun emplacements and cut a hefty chunk of health out of bigger foes before they close in on you.

BITE THE BULLET: The Stream Riders are a lot bigger than you so keep them at a distance.

PASS THE AMMUNITION: The rack to the left indicates the eight types of ammo available.



TO THE MAX: After downloading the personality of an action hero, Max takes up arms... lots of 'em.



CARRY ON DOCTOR: Doc Fluke Hawkins combines household items to lethal effect.

TWO MEN AND THEIR DOG

The main variation in gameplay comes from the fact that you can play as one of three central characters. They each have their own individual ways of dealing with the enemy, although, it must be said, the results are invariably the same.

WORLD OF KURT: Kurt Hectic. You'll spend the majority of the game's ten levels with this man.

GUNS ON THE RUN: As the weapons improve, you'll find yourself getting braver with close encounters.

PSM2 GUT REACTION

If this lives up to the quality of the PC version of the game, then we've certainly got something interesting on our hands. Mindless carnage married with dark humour, taxing puzzles and mini-games could well result in a level of gun lunacy matched only by *TimeSplitters*. The only thing we're slightly dubious about is whether the PS2 version will do justice to the luscious visuals already seen on the PC. Surely it will..?

+ Multiple characters mean varying gameplay and plenty of action. It's also got a pile of ludicrous weapons like portable black holes and mini nukes.
- The series has always been light on exploration and pretty linear in its structure.

IN THE STUDIO

HEADS OF BIOWARE

Dr Greg Zeschuk and Dr Ray Muzyka

TEAM HISTORY

Bioware was founded back in 1995 by Dr Zeschuk and Dr Muzyka when they realised that their skills programming patient simulations for hospitals could easily be ported across to the games market. Currently situated in Edmonton, Canada their next project is an RPG game based upon the Star Wars universe.

FOR MORE INFO

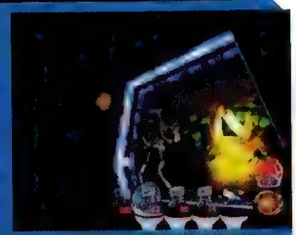
www.bioware.com

THE ROOT OF ALL EVIL

The Stream Riders come back and fast as the levels progress and you work your way further into the city. From patrolling guards to monstrous death machines, they all have their weak spots just waiting to be exploited by Kurt and his heavily-armed mates.

ULTRABOTTROCKS: Your standard alien trooper. He may look like a fairly dangerous opponent but he goes down when introduced to your chain gun. His bosses are a bit more of a problem, though.

CONE HEADS: These weirdos have a temple-like section of the city all to themselves.



GENERATION GAME: You'll have to take out generators to prevent re-spawning.

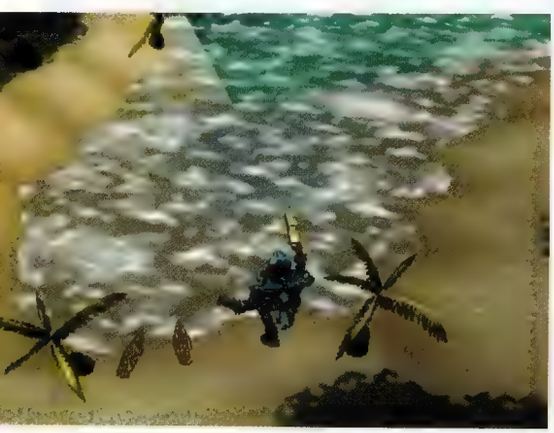
HANS: This little fellow might not look like much of a threat, but the vehicle he pilots is *BIG*.

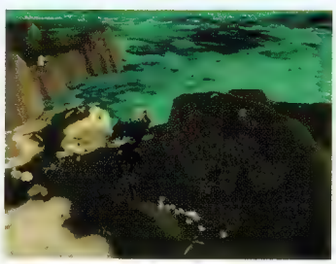
TAKE ON ME: Here's your chance to have a go at the little people with swords for a change.

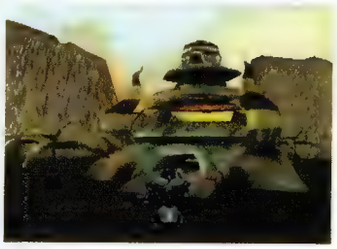
EXPECTED UK TBC

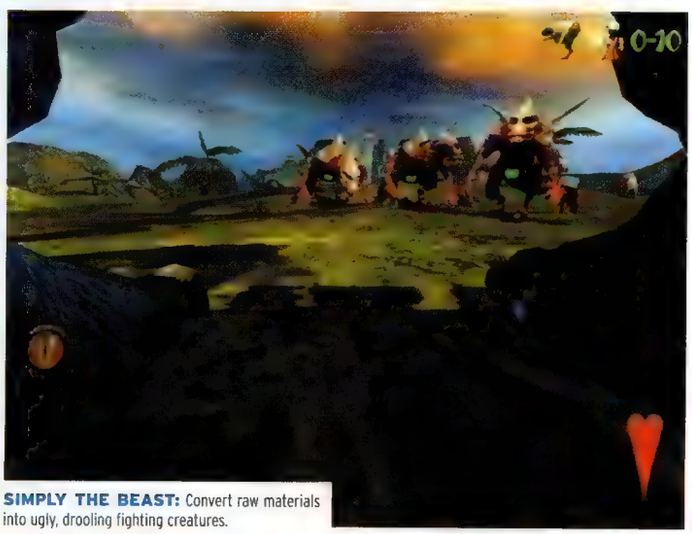
GIANTS: CITIZEN KABUTO

Taking on the role of the huge avatar of one of three clans, it's up to you to lord it over – and eat – the little people of the world and turn their adoration into raw power. Align yourself with either the Mecconyns, the Kabuto or the Delphi and stride across the land converting the raw materials (Smarties and Vimps) into energy shields, gyrocopters and beasts of war. This has been a long time in coming, but we can tell you the wait's been worthwhile.









SIMPLY THE BEAST: Convert raw materials into ugly, drooling fighting creatures.

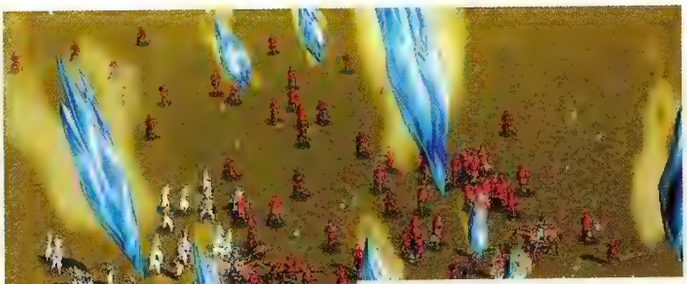
OVERLOAD!

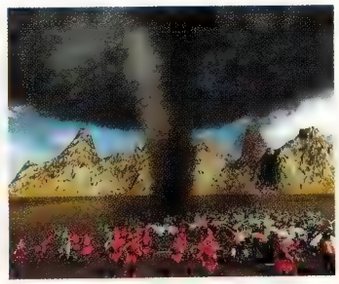
A FRANTIC BURST OF FUTURE PS2

EXPECTED UK 2002

DRUID KING

New Zealand developer Sidhe Interactive are producing a high-action interpretation of this forthcoming movie and novel. The plot concentrates on the King of Gaul's efforts to thwart the mighty Roman Emperor Caesar. The game unfolds from a third-person action adventure perspective, and we're told that the environments offer untold freedom.





EXPECTED UK TBC

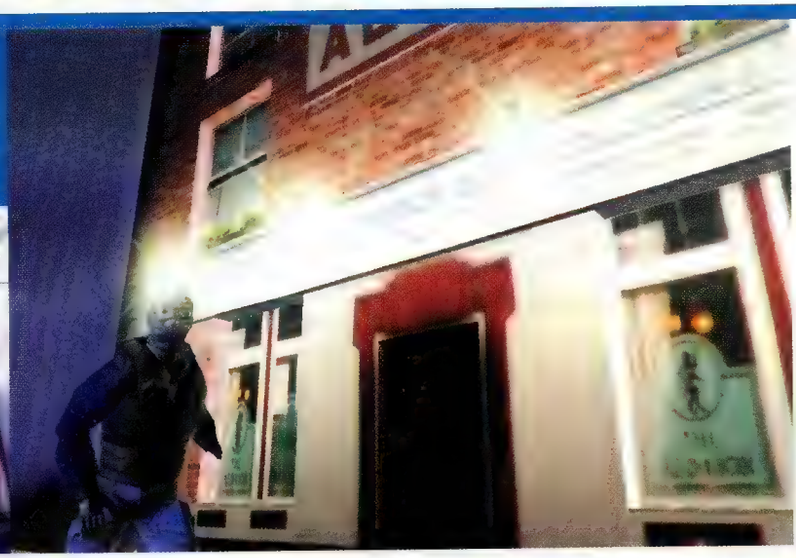
KESSEN 2

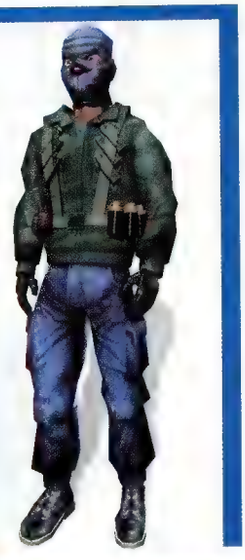
If the pitched battles of the original didn't get your juices flowing, Koei has revamped the graphics engine to allow for up to 500 characters on screen at once – and judging from these shots they're not compromising the detail. The real-time strategy action should be more dramatic than ever thanks to the improved AI, with pockets of trouble breaking out sporadically over the battlefield. It's now possible to call a sorceress into play, who will conjure vicious swirling cyclones to decimate the opposition. The increased tactical emphasis should satisfy any budding feudal-period General.

EXPECTED UK LATE 2001

SEAN DILLON

He sounds like an 'oirish feller, and looks like a terrorist, but Sean Dillon is an ex-IRA man working for the British government. The game is based on the Jack Higgins novel Day of Reckoning, where a 'cool 007' brings down the mafia underground. Developers Pixelogic are also working on *The Italian Job*, and driving will form a key part of Sean's quest.





EXPECTED UK TBC

COMMANDOS 2

Eidos have snapped up the rights to this acclaimed slice of real-time action. Expect detailed animations, and an authentic WW2 feel.

EXPECTED UK TBC

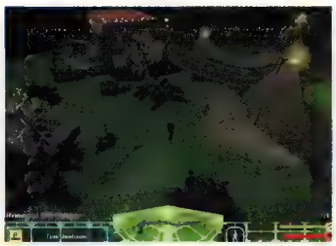
RUMBLE RACING

Although NASCAR racers are monstrous track hungry beasts, we only see them on the World's dullest, roundest racetracks. EA have recognised this deficiency and are chucking their hot rods onto the open roads of middle America. We've spent an afternoon playing it and can confirm the following: it's very very fast. It uses an *SSX*-style stunt system and packs some classy power-ups (twisting tornado anyone?)...

COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

FOREST OF DOOM: Confront aliens in bizarre environments... and fight for your life.



AERIAL POWER: A third-person perspective gives you a clear overview of the terrain.

DEM BONES: Eeuch, the Terran army seem to have made a mess of this unfortunate bloke.

IN-SIGHT MOVIE: The first-person perspective gives you the opportunity to blast some revenge.

EXPECTED UK WINTER

DREAMLAND CHRONICLES

Take control of the underground Terran army, and horde resources to overcome the malevolent alien oppressors. Sounds familiar? It might do – developers Mythos Games were responsible for the acclaimed *X-Com* series on the PC, which successfully fused popular conspiracy tales of grey, Tefal-bonced aliens to a fantasy world worst-case-scenario. This title picks up where they left off, with the fledgling resistance fighters struggling along with modern day weapons until they steal some killer alien technology. Expect a healthy balance of RPG/action gameplay, split between first and third-person modes.

CLAD ALL OVER: It looks like you'll be able to control armoured vehicles as well.

DISH OF THE GREY: Eggs? Hatchlings? Dinner? These pods look decidedly dangerous.

EXPECTED UK / LATE 2001

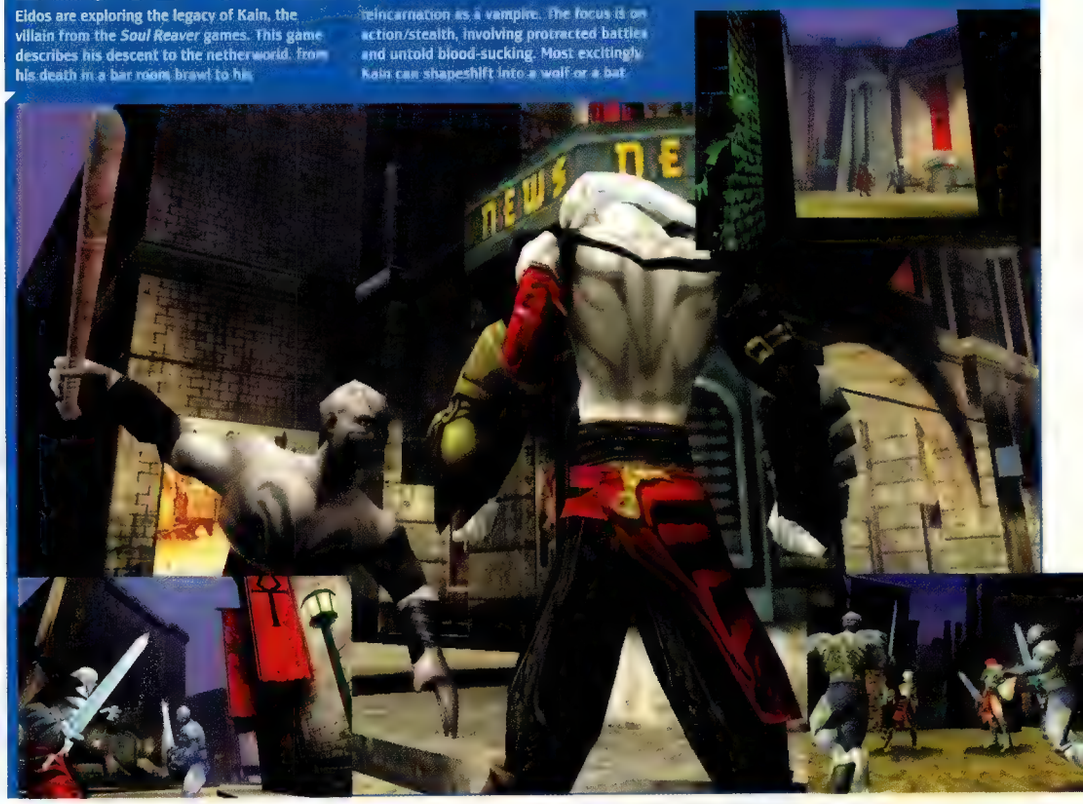
RUN LIKE HELL

Looks like Aliens doesn't it? Interplay's survival horror title will take terror to unbearable heights using relentless, intelligent aliens. They'll snap off your crew's arms and use them to operate keypads, and will even open doors behind you. A voice over by Lance Henriksen (the android, Bishop, from Aliens) should only add to the feeling of creeping claustrophobia.

EXPECTED UK / TBC

BLOOD OMEN

Eidos are exploring the legacy of Kain, the villain from the *Soul Reaver* games. This game describes his descent to the netherworld, from his death in a bar room brawl to his reincarnation as a vampire. The focus is on action/stealth, involving protracted battles and untold blood-sucking. Most excitingly, Kain can shapeshift into a wolf or a bat.



EXPECTED UK / OCTOBER

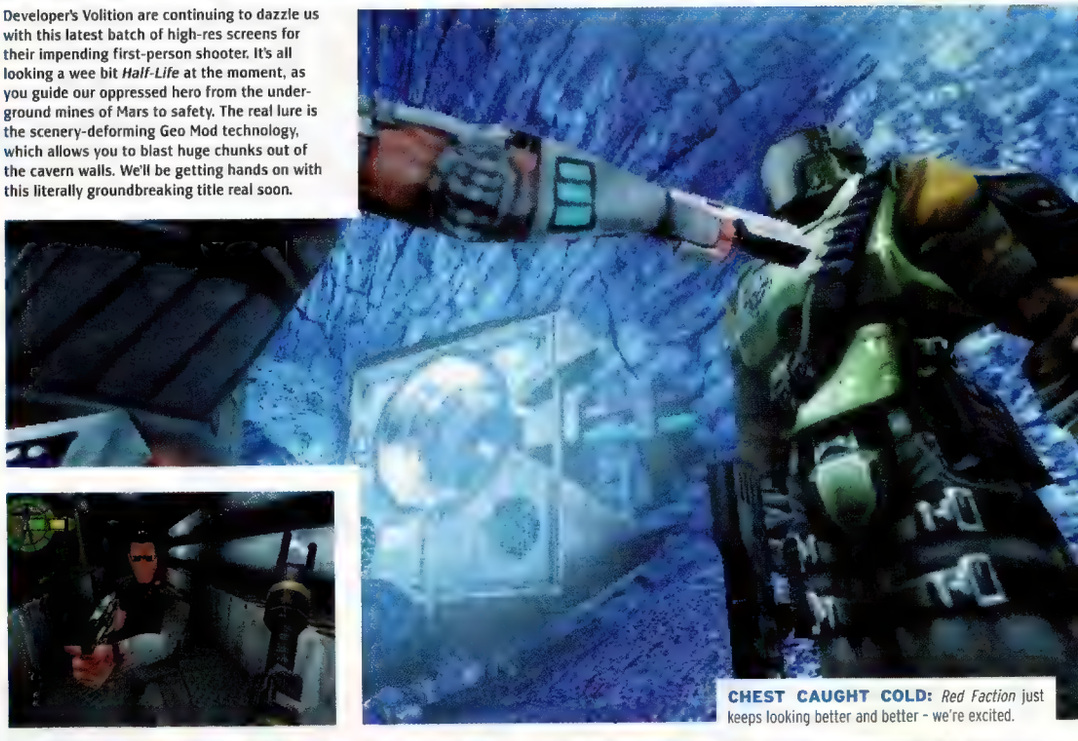
WINNING ELEVEN 5

More shots of Konami's upcoming footy great. The game is set for a March 15th release in Japan, but if you can wait until October the UK release promises real player names and likenesses, plus an increased rota of club teams. How is *FIFA* going to compete with that?

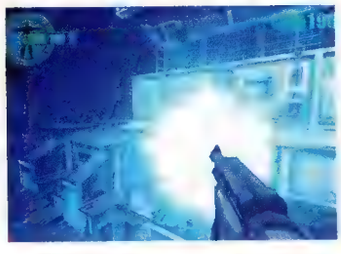
EXPECTED UK / LATE 2001

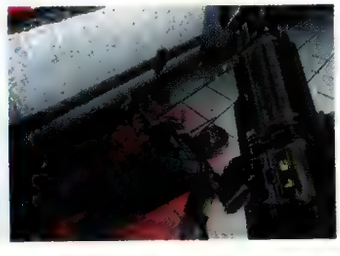
RED FACTION

Developer's Volition are continuing to dazzle us with this latest batch of high-res screens for their impending first-person shooter. It's all looking a wee bit *Half-Life* at the moment, as you guide our oppressed hero from the underground mines of Mars to safety. The real lure is the scenery-deforming Geo Mod technology, which allows you to blast huge chunks out of the cavern walls. We'll be getting hands on with this literally groundbreaking title real soon.



CHEST CAUGHT COLD: *Red Faction* just keeps looking better and better - we're excited.





COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

EXPECTED UK MAY

WINBACK

Once again, only you can save the world from terrorist oppression, in Midas' equivalent of *Metal Gear*-lite. But unlike Kojima's game, there's little punishment if you just want to wade in all guns blazing like in Arnie's cliche-spitting heyday. If you dispatch justice over the 31 level Story mode, there's always the temptation of simultaneous four-player battles.

EXPECTED UK TBC

MOBILE SUIT GUNDAM

Based on the original 1979 Gundam TV series, this is essentially Transformers with angry little boys at the helm. You control Amuro Rey, who's trying to return experimental Mech RX-78 to its White Base home. The crashing battles are linked by authentic cut-scenes – the wild designs provoking teary-eyed Battle of the Planets nostalgia.

CMX 2002 FEAT. RICKY CARMICHAEL

Dirty motorcross action with front nose wheelies and backflips. Top.

PARA PARA

Dance Dance Revolution with eight-way motion sensor technology. Wave your hands *and* legs, OK?

HEROES OF MIGHT AND MAGIC

PC strategy game that's heading for PS2 (see this issue's DVD).

MOTOR MAYHEM

Arena-based driving game with battling elements. Looks sharp and detailed, even at this stage.

TSUGUNAI

A role-playing Sixth Sense meets Caspar, the wimpy ghost. Possess people and steer them from trouble.

MONSTER RANCHER 3

Slap a game or music CD in your PS2 and it'll read certain portions of data and create a monster for you. Ace.

MORNING MASUME

A bizarre interactive J-pop video, combining *Space Invaders*, *TV-DJ* and real-time FMV manipulation.

SHOTOKOU BATTLE ZERO

Genki's midnight racer offers shiny headlamps and moody cruising.

STAR WARS: SUPER BOMBAD RACING

Another kart racer, with Star Wars 'favourites' Jar Jar and Darth Maul.

G-SURFERS

Pilot shiny frisbies at 4000mph over the skies of London, San Francisco and Japan. Sure beats driving.

UNISON

A rhythm action game with Analogue controls and an afrocentric Austin Powers theme. Yes, baby, yes.

NHL FACEOFF 2001

Sony's 'emotional' hockey game opts for ludicrous polygon counts and multiple shiny surfaces. How novel.

FLINTSTONES: VIVA ROCK VEGAS

A four-player kart racer, with the movie included 'just for a laugh'.

ARMY MEN: AIR ATTACK 2

A 3D chopper action game. Think *Micro Machines* with rockets.

TRIPLE PLAY BASEBALL

Apparently, not only will the players look real, they'll look 'urgent'. Cripes.

ATELIER LILLIE

Have you got what it takes to build a pre-teen academy for budding female alchemists? You sad fool.

COMING NEXT ISSUE...

MORE AWESOME NEW TITLES FROM THE WORLD OF PS2

There are so many new games in development for PlayStation 2, it can be a nightmare trying to keep track of them all. Well don't worry – let PSM2 do that for you.

Next issue we'll be packing more pages with some of the choicest titles hammering their way to your PS2. We'll be going nuts over *Commandos 2*, *G-Surfers* and the incredible *Extermination*.

PLUS:

- Final Fantasy 10 – more on Square's incredible next-gen franchise transition
- F1 2001 – Sony's Formula 1 sim looks likely to evaporate all opposition.
- Devil May Cry – Dante and his mighty weapon, in Capcom's incredible new title
- Red Faction – Mars. Guns. Destruction. The perfect package

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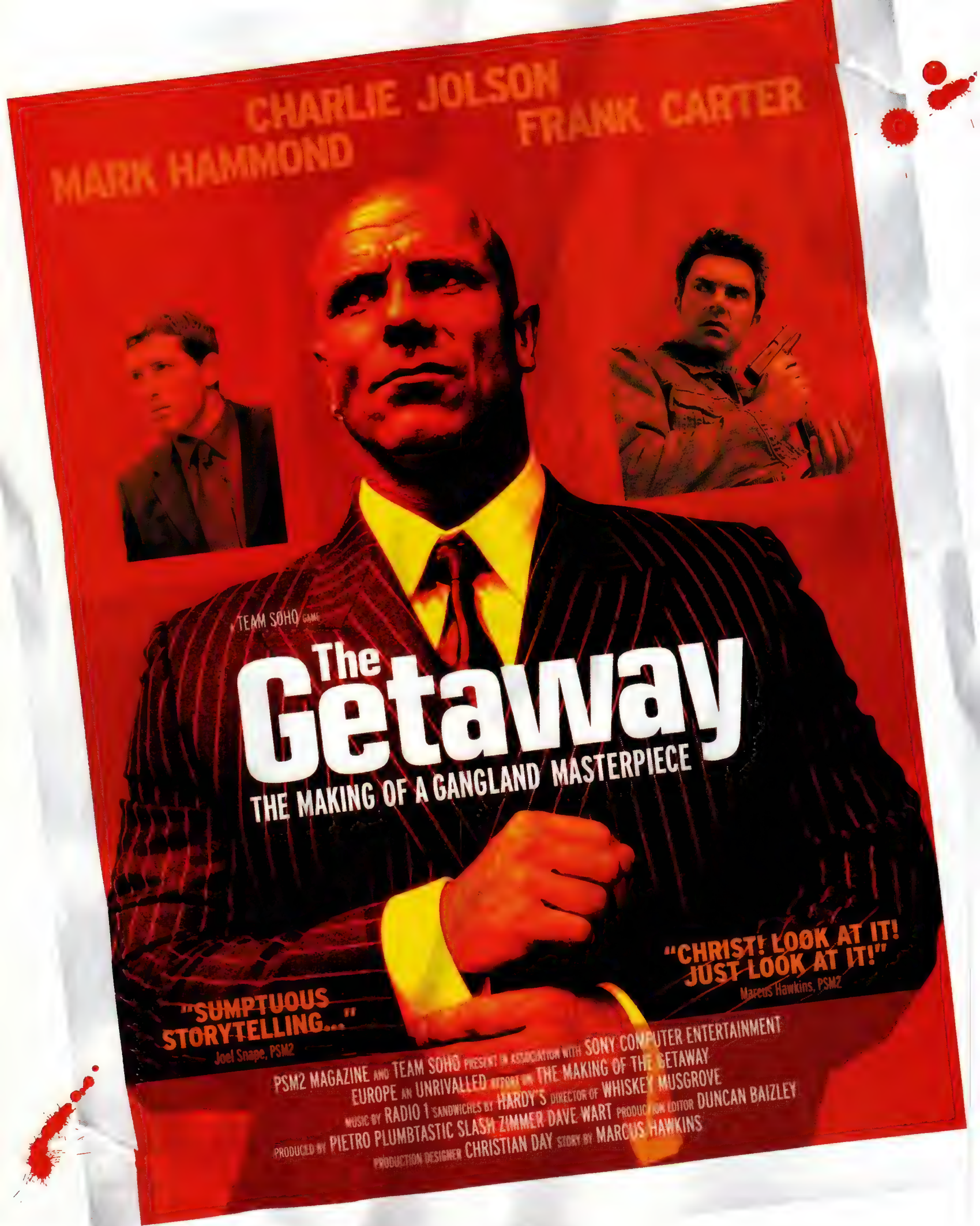

CHARLIE JOLSON
FRANK CARTER
MARK HAMMOND
A TEAM SOHO GAME
The Getaway
THE MAKING OF A GANGLAND MASTERPIECE
"SUMPTUOUS STORYTELLING..."
Joel Snape, PSM2
"CHRIST! LOOK AT IT! JUST LOOK AT IT!"
Marcus Hawkins, PSM2
PSM2 MAGAZINE AND TEAM SOHO PRESENT IN ASSOCIATION WITH SONY COMPUTER ENTERTAINMENT EUROPE AN UNRIVALLED REPORT ON THE MAKING OF THE GETAWAY
MUSIC BY RADIO 1 SANDWICHES BY HARDY'S DIRECTOR OF WHISKEY MUSGROVE
PRODUCED BY PIETRO PLUMBTASTIC SLASH ZIMMER DAVE WART PRODUCTION EDITOR DUNCAN BAIZLEY
PRODUCTION DESIGNER CHRISTIAN DAY STORY BY MARCUS HAWKINS

"WE WANT TO DRIVE FAST, MEET BEAUTIFUL WOMEN, GUN DOWN MEN IN SHARP SUITS – DAMN IT, WE WANT TO BE ENTERTAINED!"

The glam-gangster lifestyle as reality – livin' large in a leaky barge. We've been to find out how Sweeny the Team Soho epic's going to be... alright? Luverly...

There're probably three things every PS2 gamer knows about The Getaway – one of the most awaited of PS2 games this year. It's set in gangster-land: Ol' Lanndaaan Taahn, you play a cop and a criminal, and the visual detail is so realistic, so stretch-out-and-scratch-it, that you'll be able to drive down Oxford Street, stroll into HMV and pluck the latest issue of PSM2 off the shelves.

Well, *almost*. The members of *The Getaway's* 40-strong development squad – Team Soho – are certainly passionate about creating *the* most accurate portrayal of London ever seen in a game, as PSM2 discovered during an exclusive visit to their London HQ recently. And, do you know, we think this ambitious British team will pull it off.

"CRIMINALS PAUSE FOR BREATH AFTER DISHING OUT SOME VERBAL, CARS SUSTAIN GRIMACE-INDUCING DAMAGE WHEN IN A COLLISION"

Maps of Central London – the streets featured in *The Getaway's* gaming area highlighted in yellow marker pen – line the walls of Team Soho's offices. The game aims to take in around 50km of the capital with the plan being that nearly every location you visit in the game you can go to in real life. The coders and designers are attempting to give the player a flavour of the London gangland world portrayed in movies like Lock Stock & Two Smoking Barrels and The Long Good Friday, and the detail is astonishing – new animation and speech technology means that cool criminals pause for breath after dishing out some verbal, cars sustain grimace-inducing damage when in a collision and – indulge us here – items in shop windows are distinguishable. They don't sound the most important features of the game – and they're not – but the smallest things help create a totally believable whole.

CROSS TOWN TRAFFIC

However, as shown by the likes of *Driving Emotion Type-S* and *Championship Bass* (PSone), the thickest application of realism has a hard job covering up gameplay that's as thin as a jockey's whip.

We demand an experience that lets us escape from real life, to drive *really* fast, meet beautiful women, gun down men in sharp suits – damn it, we want to be entertained! Urm, and we'd like the odd laugh along the way too. Please. That's not to say *The Getaway* sacrifices authenticity to let us do this – it trowels it on in big, fatty, texture-mapped clumps. But there're some elements of London life that'll have to be manipulated for the ease of entertainment. Take the London traffic for instance. No-one wants to be playing a game where you sit in a bus-jam for 40 minutes. The vehicles do wait for traffic lights to turn green, and they'll try to get out of the way of the emergency services. But the actual volume of cars is likely to be slimmed down.

"The way the game works, we took 10 or 15 cars or buses, or whatever mix you want per street, and that's what the in-game view can see. But every time you move round there's another 15," Brendan McNamara, Studio Manager (and 'Director' of *The Getaway*) explains. "However, what we want to try and do is have some parts more▶

MEAN STREETS: Grubby with pollution, the buildings represent the seedy atmosphere.

MUSICAL STARES: You'll play on both sides of the law, but with a common goal.

BIG BEAT: Crime-infested London's crawling with Old Bill. And they're looking for you.

SCANTASTIC!

If you thought Bob De Niro was painstaking in his preparation for major productions, spare a thought for the poor sods in *The Getaway*'s location design squad. As you read this, they're yomping around the streets, warehouses and other real-life locations photographing everything.

And we mean *everything*. Bricks, windows, pipework, pensioners, trees, cars, sorry, houses, catflaps. If it moves, it gets photographed. If it just sits there quietly, it gets photographed. If, on a visit to an interior location due to appear in the game the snappers found floor tiles missing and a couple of discarded cans in the corner, they get photographed. Then they all get modelled and appear in the game. The team are that determined to capture that authentic Soho atmosphere – with added dirge.

GET IN THE BLEEDIN' MOATA!

The cars in *The Getaway* are getting just as much attention lavished over them. A similar process to obtaining authentic London environments has been used – basically, lots of slogging around with a camera to ensure vehicle interiors and textures are faithfully reproduced in-game, plus the acquiring of as much design reference material for each model. It's still unclear at this stage whether SCE will be seeking licences for the cars you see in the game, but there'll certainly be lots of classic cars making it into the mix – the design crew were on the lookout for a Jensen Interceptor when we visited them...

▶ sely populated and other parts less densely populated – like Oxford Street where we have a lot more cars. And to a certain extent it wouldn't be very much fun to drive up Oxford Street and then to have to get out and leg it and cut across to another street, so you kind of have to learn that while you're playing the game."

SCENARIO DE BERGERAC

The Getaway's shooting, swearing, ducking and driving are liberally spread over 24 missions – 12 playing as Mark Hammond, a fugitive on the run from a murder he didn't commit, and the final 12 as dodgy copper Frank Carter. In a Sixth Sense-style piece of plot crafting, we're promised a big revelation towards the game's finale, after you've gone through Mark's story and completed 90 percent of Frank's tasks.

Brendan clears things up: "You start out playing Mark, who's almost the victim of the story. He doesn't know why all these things are happening to him, and he finds this out as he goes along. He ends up in the situation at the end of the game with a police guy who helps him out, but you don't find out what happens to this police guy. Once you complete Mark, then it opens up Frank's solo story." Their paths cross throughout each other's story though. "For instance, in a mission where Mark goes and carries out a shooting in a restaurant in Soho, Frank arrives, and you have to quell the violence there," Brendan explains. "So the two stories interlink – but you don't get Frank until you've finished with Mark."

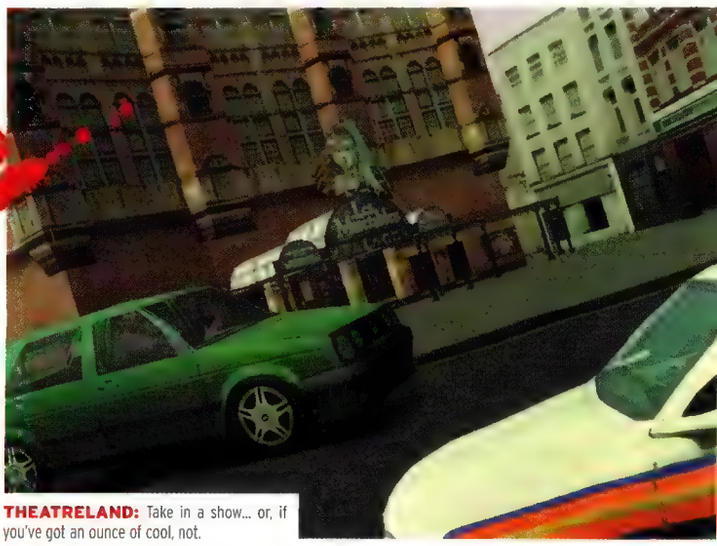
"IT'S SPREAD OVER 24 MISSIONS – 12 PLAYING A FUGITIVE, AND THE FINAL 12 AS A DODGY COPPER"

ON A MISSION

Quite how you'll complete each mission is another matter though. There are 12 or 20 key locations in the game, and a mission-by-mission structure that'll ensure you visit them all. Within each of Mark and Frank's missions you can expect to frequently alternate between driving sequences and stretches where you can get out on-foot to enter key buildings, commandeer other cars and the like. But ultimately it's up to you to decide how to approach the assignments given to you.

"We have a very strong storyline, and we don't really want to detract from the player's experience by having to allow you to go into McDonald's and buy a burger," says Lead Designer Chun Wah Kong. "But in terms of how you'll go about completing the missions, it's entirely up to you – you might encounter different things if you go to a location on foot than if you were going there by car. You could almost classify that as a sub-game – you can get a different experience out of it."

CRATE BRITAIN: It's not going to all be nice restaurants and clubs in *The Getaway*.



THEATRELAND: Take in a show... or, if you've got an ounce of cool, not.

Brendan takes up the case: "In terms of difficulty, it's the same sort of difficulty that you find in most mission-based games. We're not trying to re-invent the wheel. It's more about how you achieve a goal: do you try and get out of the way of the traffic, do you get out, take a short-cut, then take another car? Do you run into a building all guns blazing, or do you do it stealthily? There's certainly variety in terms of gameplay, and that's context sensitive."

"Yes, even though the game is very story-driven, it's free-roaming in terms of how you get from A to B," adds Chun. "With regards to context sensitive actions, this mainly concerns the on-foot action sections, where we're trying to do many many things with the player character. Quite obviously there's only so many buttons on the joypad, so a lot of moves the player character's got depend on the context the character finds themselves in."

GRRRS ON FILM

We've seen relatively little of the on-foot sections yet – Team Soho's coding team showed PSM2 a shoot-out in a warehouse as a demonstration of enemy AI. But there was little to gauge how the play mechanics will come together in these sections. The team are currently looking to adding elements of games like *Time Crisis* and *Syphon Filter*, blurring genres as they go.

Their ultimate aim is to make *The Getaway* truly cinematic – an action movie in game form. To that end they've employed film-quality production values. The production designer Simon Wood has a solid movie background (The Phantom Menace, 007 movies...) and extensive pre-production work's been carried out (a screenplay that's gone through many drafts; the auditioning of actors who, for the sake of continuity and believability go on to do all the cut-scene acting, motion-capture and dialogue themselves; detailed storyboarding of all the CG sequences...). Interestingly, they're also trying to avoid some 'unrealistic' traditional videogame elements:

"There's no damage bars in the game at all," Chun reveals. "Everything you see, you'll be able to see what damage it's sustained, in terms of the reaction of the character, through the animations, through the way he controls and the moves he can actually do.

"It's a very easy thing to do with a car because you can see that the shell of a car's all crumpled or a wheel's come off; the dynamics of the car change considerably. But with a character, you'll see he's wounded – he's walking slower, he's breathing heavier. He'll heal in time, during the course of the game, but he won't be picking up floating health packs or anything like that.

"It's all very consistent that we don't want any conventional game typographics. There won't be an inventory system – you can't carry ten different weapons and scroll through them – we don't want to detract from the flow of the game. It's a learning process – the same as learning the streets of London, you have to learn how the system works."

Brendan elaborates: "There's one mission where you have to shoot up a restaurant. The reason you do this is because the guy who's pulling the strings wants you to break your own lines with a gang you used to be in with. So you'll be as wanted by those guys as you are by the police. You can shoot up objects in that environment, but it's not a push crates around, get keys kind of game. It's a fine line to tread between realism and the gameplay language that exists at the moment, and to try and balance those two."

It's certainly clear though that – however the play mechanics evolve – the themes raised in *The Getaway* are firmly adult in nature. ▶

HEAD MASTERED

Rather than use an existing facial texture-capture technology such as Digimask (currently being used by the *World Rally Championship* team) to place the actors' boat races in the game, *The Getaway's* design team have spent around nine months creating their own proprietary software. The Talking Heads system allows Senior Animator Gavin Moore and his team to introduce subtle, random head movements, realistic blink rates and sophisticated facial contortions designed to render emotion like you've never seen before.

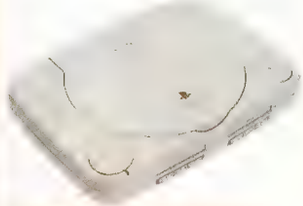
Each actor playing a game character has had their face scanned in (the level of detail in the skin textures is astounding – zoom in close and you can see individual pock marks) which then gets stretched across a muscle network. This allows for 64 independently moving joints, and incredible results...

BRUISING SKY: Even the overcast weather makes the city look dangerous.

"YOU'LL SEE A CHARACTER'S WOUNDED – HE'S WALKING SLOWER, HE'S BREATHING HEAVIER. HE'LL HEAL IN TIME, BUT HE WON'T PICK UP ANY FLOATING HEALTH PACKS"

SECURI-COR: Traffic flow's been reduced, but the realism's still incredible.

VANEER-IAL DISEASE: All surfaces look unwelcomingly unhygenic and dirty.



DID YOU KNOW...

... that *The Getaway* was originally a PSone game? Team Soho had a playable level up and running when PlayStation 2 came along... They decided they'd grasp the opportunity this new technology brought them to in order to implement their ambitious ideas.

THE MAIN PLAYERS...

Team Soho are keen to emphasise how important the story is to the game, and despite there being lots of dodgy looking characters milling about the streets of London there are really three key players in the whole production. All three have slightly dubious methods of getting what they want – but at least slaphead Jolson is upfront about it all.

MARK HAMMOND

Occupation: Fugitive

History: Former [illegible]

Objective: [illegible]

Temperament: [illegible]

FRANK CARTER

Occupation: Ruthless member of [illegible] Flying Squad [illegible]

History: [illegible]

Objective: [illegible]

Temperament: [illegible]

CHARLIE JOLSON

Occupation: The Man. Chief Cheese [illegible]

History: [illegible]

Objective: [illegible]

Temperament: [illegible]

FRIKKIN' 'ELL, ISH THUR LOR!

As with every other physical element of London life that appears in the game, the forces of Her Majesty's finest are being meticulously mirrored in *The Getaway*. Through their contacts in the Metropolitan Police, the art team have collected photographs and data on the uniforms, weapons and vehicles of The Fuzz – what you'll see in the game are the real weapons, the real textures. They've also visited the film sets for The Bill. What a treat.

"You'll see different types of policeman – from normal beat cops to SO19 Flying Squad – and they all behave differently, have different weapons. The actual beat cops don't carry guns, so what you'll find them doing a lot of the time is radio for back-up and the guys with guns will come in," Chun tells us. "Similar to you, then can all leave their cars and they will do different things depending on which particular side you're on – when you play as Frank the police officer, the gameplay mechanics will different to that of Mark."

TAILS OF THE UNEXPECTED: Drive well and you'll lose The Filth.

▶ This is a game that witnesses good old-fashioned EastEnd murder, visits a lap-dancing club, has a run-in with a Triad gang and pipes bad language straight into your lounge. It's a Guy Ritchie kinda game. But the team are very conscious of the direction it's taking.

"There is, especially in the cinematic sequences, Reservoir Dogs-style torture. It is an 18 title, we're not trying to pitch it to kids," discloses Brendan.

"We set the 18 certificate for ourselves – we didn't actually go out to try and get a rating. There's no morality in the sense that you can run people down and you can shoot pedestrians. But there's the morality of real-life, in that if you do that, the police will come quicker. The more of that stuff you do, the more your heat builds up with the police.

"So, if you start driving down Oxford Street and you run a number of people down, the police will arrive fairly quickly – the chances of you completing your mission go down.

"Hopefully, what we use is the story to try and compel players to do the mission – do you want to save your kid, or do you want to do that other stuff? We also think the early adopters of PlayStation 2 are older anyway."

So, despite its shady plot and eye-charming visuals does PSM2 have any major reservations about how *The Getaway* is shaping up? Actually, no, we'd have to say the team's passion for offering something hugely entertaining, a silky-smooth blend of cinema and videogame, is infectious. Certainly though, we'd like to see more evidence of the mission structure – we're hopeful that it won't be a case of simply 'drive here – do this, drive there – do that' for each one, although the team are keen to point out that they're not trying to re-invent the wheel with this game.

INTERIOR DECLINE: Textures will stream off the DVD, eliminating memory restrictions.

"THIS IS A GAME THAT WITNESSES OLD-FASHIONED EASTEND MURDER, VISITS A LAP-DANCING CLUB, HAS A RUN-IN WITH TRIADS"

We're also a little concerned about the long-term satisfaction of the game. A title driven by such a distinct story will suffer in terms of replay value, won't it? It's not the free-roaming, go anywhere, do *anything* experience some had been anticipating (not if you want Team Soho to finish the game this side of Christmas 2003, anyway).

TEAM SO-WHO?

These are the people [illegible]

TEAM SOHO

BRENDAN MCNAMARA

Director

[illegible]

CHUN WAH KONG

The man with the plan. A multi-tasking role [illegible]

RAVINDER S. RUPRAI

Art Director

The [illegible]

SAM COATES

Art Director

[illegible]

WILLIAM BURDON

Cinematographer

[illegible]

GERRORF ME MANOR!

So, you've taken a chunk of London, you've snapped and scanned and scaled every essential detail. Now, just how do you prevent the player leaving the game area without it seeming unrealistic? Sam Coates, leader of the game's environment design team, responds: "At the edge, we'll probably block off a great deal, with roadworks and the odd traffic accident. Internally to the map we'll get rid of a variety of things. For instance, in Soho some roads are so tight, we'll have to put in roadworks. We won't just be framing it (the playable area) with a bitmap and saying that's the edge. The biggest challenge, as far as I'm concerned, is when you're on a bridge looking up and down the river and you can see a long way, down to Chelsea."

BIG DRAW: The game's draw distance is likely to end up being around 2km.

Thankfully, the team seem to be addressing this very concern. "There will be other modes of play," says Chun Wah Kong, "where we'll allow the player to be a taxi driver." "We've been asked for a Tourist mode for Japan, where there's no gameplay – you just drive around," adds Brendan.

Already, at the back of his mind, Brendan has started thinking about possible sequels (we get the impression they're more likely to be 'prequel' in flavour) to *The Getaway* – as Studio Managers generally have to. "We're either going to do mission packs for the second one, coming out every quarter or six months or so, and alongside that we'll try and do another full-blown sequel – but we've got enough on our plate at the moment, trying to get this one done!"

At this point, PSM2 decided to leave Team Soho alone. They're aiming to get *The Getaway* out for Christmas, so it's all heads down, steaming keyboards and sweaty mice. Rome wasn't built in a day and neither was London – although it could only take another nine months for Team Soho to pull it off... **PSM2**

Team Soho are currently working to a Christmas release date for The Getaway, *although we got the distinct impression that if they need the development period to eat into the early months of 2002 SCEE are likely to agree. This game is* that *important.*

CHINATOWN: London's Chinese quarter makes an impressive backdrop to villainy.

The Getaway

THE MAKING OF A GANGLAND MASTERPIECE

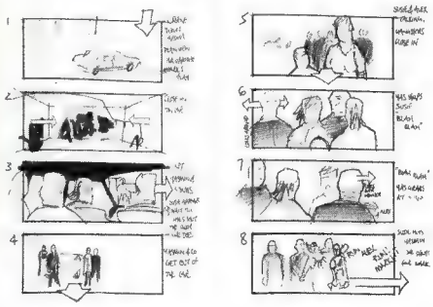
MARK 1 – ALEX'S KIDNAP

To give you a taste of the mood and tone of *The Getaway*, here's an extract from the script and storyboards for the first cinematic (non playable) section of the game. Warning – you might find some of the words... upsetting...

Background:

This first scene takes place in central London, Covent Garden. We see the flat under surveillance by a number of people in a car. Behind the wheel is Eyebrows, next to him is Yasmin, gang boss Charlie Jolson's favoured hit woman. In the back sits Charlie's right-hand man Harry with Grievous from the Bethnal Green Mob. Yasmin is very much in charge of this operation and doesn't take any stick from the other guys who she regards as muscle only.

Characters:
Mark, Susie, Alex, Yasmin, Harry, Grievous, Eyebrows, Bystander



Harry
That's her.

Grievous
Well let's get her then.

Yasmin
Hold on. I'll tell you when. Wait 'til she locks the door.

As soon as Susie locks the front door and starts to walk up the road, Yasmin and co start getting out of the car.

Yasmin and her boys cross the pavement following Susie and Alex. You can tell they mean business.

The gangsters catch up with Susie and Alex as Yasmin calls out to Susie.

Yasmin
'Scuse me... could we have a word? We've got a few questions we'd like to ask you.

Susie unsure of this situation walks towards Yasmin whilst looking around.

Susie
Who's asking?

Yasmin
Look, we'd like to discuss this in private.

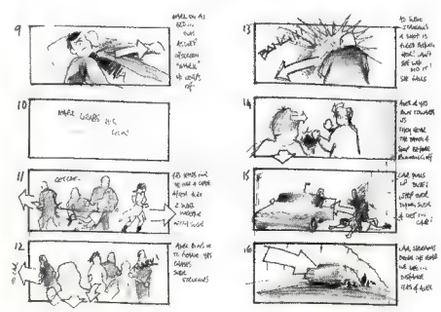
Susie
You're not the Police. Since when did the police start dressing like tarts?

POW! Yasmin slaps Susie

Alex
Leave my mum alone!

Yasmin
(To the thugs)
Get them in the car. Move it.

Susie
MARK!



Yasmin and the thugs attempt to muffle her.

Camera is down the street looking back towards the scuffle in front of the apartment. Susie hits Yasmin and turns to Alex...

Susie
Run Alex!

Alex
But...

Alex looks at his Mum frozen, not knowing what to do

Susie
Run!

Alex bolts down the street

We see a dishevelled Mark literally jump awake as he hears the screams outside, below on the street. He looks around for the source of the scream.
Jump cut to a close-up of a semi-automatic pistol being snatched off the chest of draws under the window. We can just make out a dark sleeve, belonging to Mark's suit.

Yasmin
(to Eyebrows)
You get the car, I'll get the kid.

Susie
MARK!

Yasmin
And you two, shut that bitch up!

Reverse shot, only further up the street with Alex racing towards us with Yasmin closing in. Susie can be seen in the distance still struggling with the thugs, who seem to be in the middle of a tug-of-war competition. The massive frame of one of the thugs almost obscures our view of Susie. BANG!... A gun goes off and Susie slumps to the floor.
Cut back to previous shot with Alex and Yasmin running towards. They both stop dead in their tracks and turn back looking, shocked at the sound of the gun shot.

Alex
MUM!

Alex terrified, continues to run down the street.

Yasmin
Idiots! Bloody amateurs!

Disgusted with what happened she chases after Alex.

Eyebrows
Get in the car... C'mon... Move it!

Grievous
(to Harry)
F**k no... leave the gun.

Harry drops the gun on the floor near the fallen Susie.

Camera is low and watching the pursuit in the distance. The car screams past the camera and closes in on Yasmin and Alex.

Mark comes flying through the front door and on to the street, gun in hand.

Close up of Mark's reaction.

Mark
NO!

Mark is running towards her in the background. Mark, on his knees is cradling Susie. He sees the gun that Harry dropped and picks it up, looking between this and dying wife.

Susie
(with her last few breaths)
They've... got Alex, Mark... you've got to get... go to get our boy back.

Susie's gone.

An eye witness comes out of their house across the street as we close in on him.

Bystander
Oi mate... what's going on? What's going on here?

Mark doesn't give this guy a second look, he drops the murder weapon that he has inadvertently picked up slowly lays his dead wife down and runs towards his car and gets in. You can still just see the villains making their getaway.

Game Starts...

PlayStation.2

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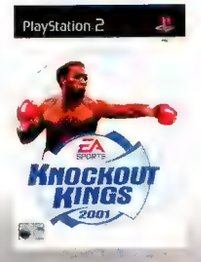
FIFA 2001 looks the business as well as playing excellently.
7/10 P2

We've seen the future and it's made of frozen water. Every PS2 needs this game. Blinding!
9/10 Official Playstation

A comprehensive and exciting F1 simulator - plenty of options here for F1 petrolheads.
4/5 The Player

As far as team based shooting games go X-Squad has tons to offer and should make the trigger happy glad to be alive.
Station 2

With a flurry of head punches and follow-up body blows, Knockout Kings 2001 is truly a heavyweight boxing game.
Official Playstation 2



Takes strategy gaming to an epic new level.
90% PSi2

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PLAYSTATION 2 MAGAZINE
PSM2

REVIEWS

THE ESSENTIAL VERDICT ON EVERY NEW RELEASE

ラシサ

タテイスカンチニシミモ

TIME MARCHES ON AS WE CHECK OUT THE FIRST WEIGHTY TITLES TO FLATTEN THE EASTER BUNNY.

JONATHAN

Like some ridiculously overpowered monster truck, PS2 is gradually gaining momentum. We've had our moments of minimal quality where the wheels scrambled for traction, but now all that's far behind us. What we're looking at this month is the first tentative wheel spins, the first blasts of dark exhaust and the promise of an earth-churning dash to maximum velocity.

Kicking down a gear with the seminal *Unreal Tournament*, we hurtle headlong into the grease-smeared world of *F1 Racing Championship* before opening the throttle wide and ripping the fabric of time and space asunder. In the future, it's business as usual defending 'life as we know it' with both *Oni* and *Gun Griffon Blaze*, while the the past coughs up a satisfying sliver of fantasy RPG with *Summoner*. But time is just an illusion, as *Shadow of Memories* conclusively proves, leading us to trade our temporal devices for stopwatches and get involved with the bumper sports bundle of *Knockout Kings 2001*, *NBA Hoopz*, *NBA Live 2001* and *ESPN NBA 2Night*.

So where has all that time been spent this month? *Zone of the Enders*, *Onimusha*... At last, the quality PS2 software is coming through, and it's all a bit too much to take in... **PSM2**

PSM2'S MANIFESTO

PSM2's REVIEWS ARE: Analytical, delving, comic, critical, informative, and above all bang on the money. If you want to know exactly where your cash should go, look no further than these pages.

PSM2's REVIEWS AREN'T: Lacking integrity, flabby, overly sensational, oblique and scored to appease anyone within the games industry. If you want a blinkered perspective on the global market, look elsewhere.

REVIEWERS フハワヌヒニラ

PLAYING PS2 LONGER, HARDER, FASTER THIS ISSUE:

The world's most knowledgeable and outspoken PlayStation 2 fans.

DUNCAN BAIZLEY

- **SPECIALIST IN:** Shooting, Sports
- **HAVING FUN WITH:** Knockout Kings 2001

'The Bleeder' recently crawled back from Uncle Morris' Punch Palace with a right mess down the front of his string vest and very few original features left.

DANIEL DAWKINS

- **SPECIALIST IN:** Sports, RPGs, Shooting
- **HAVING FUN WITH:** Zone of the Enders, Onimusha

Tiny puzzles in Japanese have left our Welsh samurai unfazed, as he takes mech battle and ancient evil in his voluminous, food-spattered strides.

JONATHAN BRYANT

- **SPECIALIST IN:** Strategy, Mech Combat
- **HAVING FUN WITH:** Gun Griffon Blaze, Summoner

Our resident Popstars reject Bryan T's been busily adding to the collection of DualShock 2's beneath his desk, while piping his ears full of Mexican cheese.

JOEL SNAPE

- **SPECIALIST IN:** Shooting stuff 'til it's only twitching
- **HAVING FUN WITH:** Unreal Tournament, Shadow of Memories

'Twitchy' Snape's diet consists of nothing more than *'Splitters*, *UT*, melons and photographs of beautiful ladies. He's a man who's got his life *sorted*.

ANDY DYER

- **SPECIALIST IN:** Football, Platformers
- **HAVING FUN WITH:** ISS Pro Evolution 2

While working on the *Harvest Moon* chain gang this month, hoary-handed Andy briefly found fame and fortune with a backward chicken called 'Mucky'.

TIM WEAVER

- **SPECIALIST IN:** Football, Platformers
- **HAVING FUN WITH:** WDL Thunder Tanks

"Give me metal!" screams The Weavenator, before going all Tetsuo on us – swapping his favourite Les Dennis Pez dispenser for an office stapler. Wierdo.

DAN JOLIN

- **SPECIALIST IN:** DVD movies, Internet
- **HAVING FUN WITH:** Brad Pitt, Mel Gibson

"It's all for nothing if you don't have freedom!" We don't doubt Dan's courage when it comes to returning DVDs... but put some trousers on first, man.

MAIL US NOW!

E-MAIL: PSM2@FUTURENET.CO.UK

Have YOU got yourself a PlayStation 2 and fancy writing a short, informative review for PSM2? Found a bundled bargain for the UK PS2 that the whole country should know about? What do you think about the PS2 games so far? Got any dirt on the review crew above? Share the wealth and mail us now!

›UNRIVALLED INFORMATION フハワヌキニラ

WHY PSM2 REVIEWS ARE THE BEST YOU'LL READ!

We love games, but won't resist caving a shabby game's face in – stick with PSM2 to get the best buying advice around.

BEST SCREENS:
We've captured the most dynamic images from the games, with all the levels and views you need to see. They're the best shots you'll clap eyes on!

PASSIONATE OPINION:
PSM2 reviewers squeeze every ounce of detail out of a game, and tell you everything you need to know. Our reviews are as entertaining to read as the best games are to play.

IMPACT POINT:
Here you'll see the defining moment in the game that convinced your PSM2 reviewer that this is a shiny blue disc you should run out and buy or just leave on the shelf.

VERDICT BOX:
A chunky, comprehensive summary of the game. You'll find out what the best and worst features of the gameplay, graphics, sound and lifespan are, as well as getting a score out of 100. We feel this is the most useful way of indicating the game's quality, rather than some oddball score out of, say, 30.

GAMER'S CHOICE:
Your essential guide to how the game compares to others in its genre. These will be PS2 games where possible, but due to the system's ability to play all your old PlayStation discs we'll also compare the new games with the classics...

INSIGHT:
Here you'll find amazing facts about the game and its developers, carefully selected by the PSM2 reviewer to give you a deeper understanding of the title. Or make you laugh.

ALL THE INFO YOU NEED:
Crammed with every useful fact about the game, you'll find everything here – from how many players it supports to how many levels and playing modes you can expect. For Japanese discs, we'll also give you a guide to how impenetrable the text is. Neat, no?

›HONEST AND ACCURATE シフヨカノ

PS2 REVIEWS

We review every last PS2 title from around the world. Each review is clearly marked with its country of origin – we always re-review PAL versions of games we've covered on import.

›HONEST AND ACCURATE シフヨカノ

DVD REVIEWS

Every month PSM2 teams up with *Total Film* magazine to review the best of the month's DVDs. We treat extras as a bonus and base our scores largely on the film's quality.

›HONEST AND ACCURATE シフヨカノ

PSone REVIEWS

We select the cream of the crop of new UK PSone releases. In this backward compatible world, PSM2 is also your guide to the AAA games on the machine that won't die!

›HARD-HITTING シフヨカノ キハワキア

THE PSM2 SCORING SYSTEM:

PSM2 WARNING!

0-29	Shoddy stuff. A game in this category is so bad, *well*, it's just laughable really...
30-49	Possibly fun in the short term, but there are some serious faults in the game's design.
50-69	50 is considered 'average' in PSM2 (unlike some other mags). You can trust our scores.
70-84	An entertaining game that *just* misses out on being something big. Highly enjoyable, though.
85-89	What are you waiting for? If a game gets a score in this category, you really ought to treat yourself. You won't be disappointed – PSM2 highly recommends it, and that's the only endorsement you need...
90+	An unmissable gem which should feature in the game collection of everyone reading PSM2. It's a supreme example of its genre and pushes your PlayStation 2 in every respect. You must play this.

DON'T MISS THESE:

PS2 REVIEWS

UNREAL TOURNAMENT 068

ONIMUSHA 092
F1 Racing Championship 075
Shadow of Memories 076
Knockout Kings 2001 080
Summoner 082
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Se7en 096
Braveheart 097
La Haine 097
Dogma 097
Star Trek: The Undiscovered Country 097
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PSone REVIEWS

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REVIEWS

THE ESSENTIAL **PSM2** VERDICT ON EVERY NEW RELEASE

OUT UK MARCH 23

UNREAL TOU

"IT'S PROBABLY THE MOST BLOODILY VINDICTIVE

UNREAL TOURNAMENT

"CHUNKS OF FLESH FLY THROUGH THE AIR AND HEADS DETACH IN A GEYSER OF ARTERIAL SPRAY"

TAKING THE FLAK: The flak cannon, with its bursts of red-hot shrapnel, is the closest thing you'll see to a shotgun.

Two's company, four's a very slow crowd – but lone gunmen won't find anything that's better than this....

REVIEWER: Joel Snape

So, it's 2001. We survived 1998 without Skynet causing a nuclear incident, we haven't (as far as we can tell) been imprisoned in giant wobbly eggs by Agent Smith and his mates, and HAL's still a distant pipedream. In fact, the closest we've seen to genuinely threatening artificial intelligence is AIBO – the sinister artificial dog – and the 'bots from *Unreal Tournament*.

On the original PC version, they were supposed to be indistinguishable from human opponents, and they're every bit as clever on PS2. They sneak up on you, they run away if you've got a better weapon than them, and they sometimes get carried away enough to accidentally blow themselves up. This is vital for a game that relies so heavily on its Deathmatch mode. Fortunately, it isn't the only thing to survive the transfer.

We've said it before, but we'll say it again – anyone who says they can't play first-person shooters on a joypad is a bad loser. *UT* was designed for a keyboard/mouse combination, but it works fine with the same dual Analogue system used in *TimeSplitters*, with just a hint of auto-aiming to make things easier. There's even an instant-180°-spin function which you can map to one of the buttons, although it's hidden away among the menus. To be fair, it's not *quite* as responsive as the PC system – but then again, you can play it while slumped over a sofa, rather than sitting at a desk. If you've got an USB keyboard and mouse, you'll benefit from improved accuracy and greater control of your turning speed, but it's hardly a requirement.

INFO

- **CODE TESTED**
  PAL UK
- **DEVELOPER**
  Epic Megagames
- **PUBLISHER**
  Infogrames
- **GAME TYPE**
  First-person shooter
- **PRICE**
  £44.99
- **ESSENTIALS**
  1-4 Players, USB keyboard/mouse, MultiTap 2, Memory card

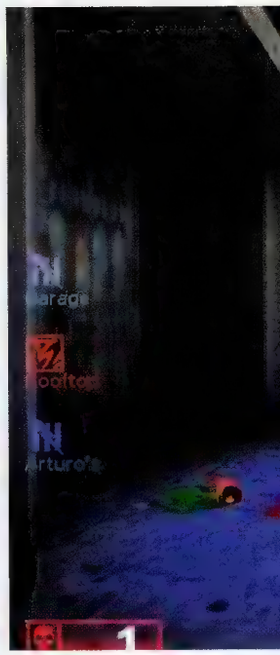
FEATURES

- 39 solo levels – 12 Deathmatch, seven Domination, nine Capture the Flag, seven Assault and four Challenge.
- 11 multi-player levels, seven Deathmatch and four Capture the Flag.
- Tutorial and practice modes.
- 21 characters. Although they aren't any different.
- Ten weapons and a remote teleporter.

RNAMENT

GAME YOU'LL EVER BE LIKELY TO PLAY"

VACUUM PACKED: Hyperblast's excellent for low-gravity rocket duels, but mind you don't fall off.



OPERATION OVERLORD

Unreal's answer to Saving Private Ryan, and the best level in the game. It's a hellish slog up a beach filled with mortar shells and barbed wire, then a quick sprint through a series of underground bunkers. On the defensive, you'll have plenty of opportunities to perfect your sniping skills as the opposing team struggles through the water. Vaguely disturbing? Yes. But fun.

BEACH BUMMER: Picking off people as they scamper across the beach might seem unfair...

GOING UNDERGROUND: But it isn't much worse than waiting to massacre them in the bunker.

HI! I'M BARBIE! Leaping the wire's the clearest route up the beach, but fall short and you're in trouble.

▶Then there's the violence. If *TimeSplitters* is the final reel of a Bond film – neat, bloodless deaths and explosions that send bodies cartwheeling through the air, then *UT*'s more like vintage Arnie. Through-through bullet wounds leave walls spattered with blood, chunks of flesh fly through the air and heads detach in a geyser of arterial spray. Whether you find this sort of thing entertaining or disturbing's purely a matter of taste – but if you don't like it, you can always switch it off.

ORDNANCE SURVEY

The weapons complement all this psychotic nastiness nicely. Each one's perfectly suited to a certain situation, and each has two modes of fire – you'll quickly develop a favourite. Highlights? The rocket-launcher, which can fire up to six missiles or grenades in one blast – sure to kill *something* – or lock on for homing shots. Or possibly the razor-frisbee-firing ripper gun – there's even a pleasing Doppler effect as mistimed shots whoosh back towards your own head. Then, of course, there's the sniper rifle, which works perfectly. Holding down R2 to zoom becomes second nature – at long range, you'll want it on full, but in close combat you'll just give it a quick flick to improve the chance of getting a head shot.

UT's probably the most bloodily vindictive game you'll ever be likely to play. Kill someone with a minigun, and they'll twitch like a spurting marionette for as long as you hold the trigger down. Catch someone's carotids with the ripper, and a sombre voice booms: "Head shot". The crowning touch, though, has to be the Pressure level. You see a room full of power-ups. There's no-one around, so you nip inside... but some sneaky bugger hiding on a ledge hits a switch and the doors seal shut. Then they watch through a handy viewing window as the room depressurises and you explode like a meat balloon. The booby-trap idea's genius, so it's a tragedy more isn't made of it in the rest of the game.

Given that picking on people's such an integral part of the game, it's a shame that the characters aren't more recognisable. They're all grunts, goths or cyborgs dressed in fairly similar outfits, which makes them indistinguishable at a distance. In *TimeSplitters*, everyone has a favourite comedy character, which makes it easy to aim for, say, Elvis. In *Unreal* you'll have to settle for a slightly harder version of yourself – or the one who looks like Trinity from The Matrix – and you'll still look like a stick figure. Play through the game, and you'll be rewarded with more impressive characters – most of whom look like Predators, but they're still virtually indistinguishable from a distance.

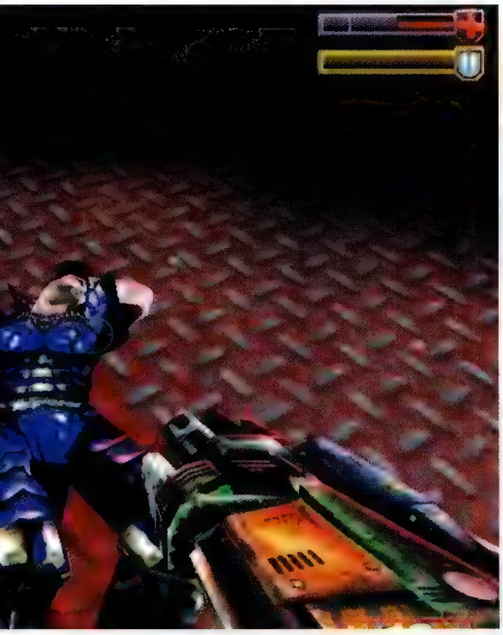
LEVEL REBEL

Unfortunately, this featureless quality also creeps into the level design. The new stages seem uninspired, if not downright rushed. They're mostly made up of drab, grey walls in vaguely symmetrical patterns, which makes it easy to lose your bearings. It's annoying enough in Deathmatch, but downright infuriating in Capture

"THE WEAPONS COMPLEMENT ALL THIS PSYCHOTIC NASTINESS NICELY"

DOMINO RALLY: The blue thing's a Domination icon. The mess is someone who tried to stop us.

DECAP ATTACK: If there's a more satisfying weapon than the chainsaw, we've never used it.



IMPACT POINT

A concealed location, a crowd and a bolt action rifle. There is no sweeter feeling than popping caps in people from a distance.

THE OLD ULTRA-VIOLENCE

If you've got any latent psychotic tendencies, don't drink anything with caffeine in it before you play *Unreal Tournament*. If someone's really upset you, it's entirely possible to keep pumping bullets into their still-twitching body once they're dead, until they explode in a shower of guts. Then, of course, there's the Flak Cannon...

HEADERS AND VOLLEYS: It's not unusual to find corpses in this condition after a pitched battle.

The Flag, where getting lost can ruin your entire strategy. Fortunately, the ones ported over from the PC version are excellent – full of hiding places and cunningly-placed power-ups. Sadly, a couple are missing – PC owners won't be impressed by the absence of Morpheus, a low-gravity space station which was one of the original's best stages. Still, while *'Splitters* has 18 multi-purpose levels, *UT* has 50, each specifically designed for a certain type of game. One Capture The Flag stage, for instance, has several bridges spanning a lava pit. Choose the wrong one to defend, and you'll have to take out sprinting flag-carriers with a sniper rifle, while backing up your own mates.

This variety of levels is the key to the game's one-player appeal. There're five tournament ladders – Deathmatch, Capture The Flag, Domination, Assault and Challenge. Once you've unlocked them all – which doesn't take long – you're free to play through them in any order, which saves you from getting frustrated with any particular style of play. In Domination, the aim's to capture three locations, then hold onto them as your points counter builds up. If you've only got one, the points clock up slowly, while nabbing all three will send you hurtling into the lead. It's diverting enough, but feels a bit pointless. Which isn't something you can say about Assault. The Frigate, for instance, sees your team trying to take over a ship. First comes a frantic dash along the docks under heavy fire from defenders and sentry guns. A hydraulic compressor in the bowels of the ship controls the upper doors, so after destroying that you're free to charge upstairs – and then the action *really* kicks off.

After a couple of goes, you'll find the concealed entrance under the ship and start using your team as cannon fodder to distract the opposition – it's possible to order them about with a handy sub-menu. Then it's your turn to defend, and you'll have to get used to falling back

INSIGHT

You wouldn't think that a game solely based on shooting people could support – or encourage – fan fiction, but you'd be surprised. And horrified. Have a look at *www.unrealcenter.com*.

COMPLETE CONTROL

If you've got a USB keyboard lying about, you should be able to use it to control *UT* as originally intended. You'll need a two-button mouse, too, preferably with a scroll wheel for ease of flicking through the weapons. Saitek do a nice one in PS2-black – give them a ring on 01454 451 900.

MUTATORS
In Practice mode, you can switch on various cheats to lower gravity, speed the game up or enable instant kills. The first few aren't that useful, but you'll unlock more by completing later stages.

IMPACT HAMMER-SMITH FLYOVER: Flags tend to be in difficult-to-access locations, or above lava pits.

and providing covering fire. Sadly, not all the levels are this good – and you only get seven of them – but the best ones are tremendous.

Finally, there's Challenge mode. It's you and one super-hard 'bot in a battle to the death – which just seems pointless. In the bigger levels, you'll spend about two-thirds of the time trying to find each other. It's a shame that the Challenge levels aren't available with more than one 'bot – Phobos appears in the PC version, and doesn't seem overcrowded with eight opponents. It can't be a memory issue, either – most of the Assault levels work happily with seven 'bots. Either way, without the threat of being shot in the back, the game just loses its edge.

OK then, so you've been happily

HELLO, GORGEOUS: Aliens are never pretty, are they? No, sorry Trekkies. They just aren't. And they all must die.

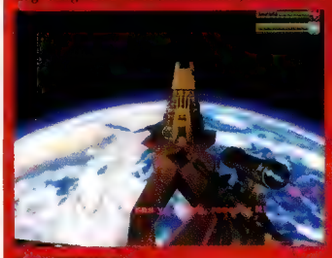
GIMME SOME SKINS...

You'll need to complete every level to unlock all of *UT's* 'bots – but once you've got them you'll never use the first few camo-painted fools again. The cyborgs and aliens grunt catchy slogans like Buck Rogers villains – think "Gaze on my superiority, human." It's just a pity you can't use Challenge mode's drooling nasties elsewhere in the game.

IT'S ONLY SKIN DEEP... Just a couple of hours and you'll be bored about shooting them, unlike *TimeSplitters'* cheerleaders.

NOT IN THE FACE!

Facing Worlds is one of the more simplistic Capture The Flag levels, but the design's inspired. Give the order to attack, then position yourself on your tower with a sniper rifle to provide covering fire. Chuckle as your team wades through the corpses to retrieve the opposition's blood-soaked flag. Laugh as a voice pronounces you 'GODLIKE' on your 25th consecutive head shot.



ANT PEOPLE: You can't see anything from up here, but they can't see you either...

SIGHT MANAGEMENT: Zoom in, and the poor saps down below won't know what's hit them.

ADVERTISING STANDARDS: Take out adverts on your enemies' bodies. Subtle.

playing alone, then your mates turn up with the beers. At which point, you'd best be ready for a series of crushing disappointments. First up: the levels. Instead of the swathes of expertly-designed arenas available in solo play, you're stuck with half-a-dozen entries from the Blue Peter 'Design A Slaughter Pit' competition's Under-Fives category. You're restricted to Deathmatch and Capture The Flag, which seems ludicrous – Assault mode would have been perfectly suited to the shouty madness of a multi-player game. So it's with a heavy heart that you pick a level. Then, unfortunately, it gets worse...

BUMP AND GRIND

For a start, the graphics suddenly become a major hindrance. The stick-figure character models mean that long-range battles become a case of shooting at the moving blobs. In four-player mode, the action slows dramatically, and it's so jerky you might as well be trying to aim while Sellotaped to a waltzer. This alone is disappointing – but the sacrifices that Epic have made to get it moving at all are absolutely shocking. Play with three mates, for instance... and you can't use any 'bots. This reduces matches in the larger arenas to prolonged bouts of hide-and-seek with sporadic bursts of gunfire. Oh, and – this may seem like a tiny detail, but trust us – you won't see any muzzle flashes or tracer fire. So you frequently can't even see if you're shooting in the right direction. Or, indeed, if you're shooting at all.

The two-player mode still suffers from a bit of jerky slowdown, but it just about works. Where *'Splitters* relies on the mayhem of having ten people dashing about, *UT's* more skilful combat works well with three or four. It's entirely possible to have a tense two-way firefight with a couple of stupid 'bots to spice things up.

BETTER THAN 'SPLITTERS?

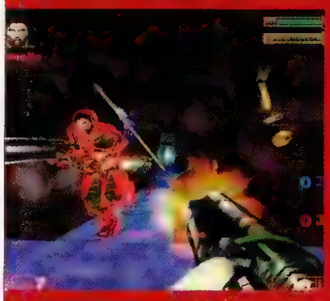
So, is it? Is it really better than *'Splitters?* Depends on how many game-obsessed mates you've got. In single-player mode, *UT* takes it. Yes, it's limited – there's no *Doom*-style action, as seen in *TimeSplitters'* Story mode – but it's good, hectic fun. In Emotion Engine terms, a typical *'Splitters* level takes you through fear, rage, frustration, more rage, then eventual relief – after which you'll probably never want to see it again. *UT* may be all about vengeance and bloodlust, but when you get shot you'll know that a better player than you did it. This makes for a genuinely satisfying solo experience, rather than one you'll have to endure to unlock things. You'll *want* to win on the Inhuman skill level, just to prove you can.

In multi-player mode, though, there's simply no contest. *UT's* too slow and jerky to be a real test of skill, and the graphics don't lend themselves to being viewed on a quarter of a TV screen. Which is a shame, because some of *UT's* greatest moments come in team play. Finding the anti-grav boots and pogoing over a crowd of 'bots to nab the flag, for instance. It's a shame you can't ever really share the joy with a bunch of like-minded friends – but for a game that'll keep you coming back to prove man's superiority over machine, *UT's* difficult to beat. **PSM2**

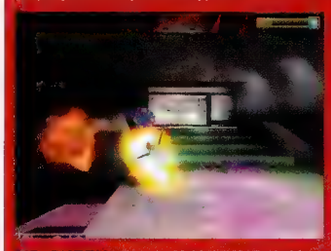
Oil up that minigun – Unreal Tournament should be available in a store near you at the end of March.

FANCY A PICK-ME-UP?

As well as the traditional health packs and armour, there's a plethora of kit on offer for the 25th century gladiator. The invisibility power-up reduces your presence to a Predator-like shimmer, while anti-grav boots see you leaping about like a heavily-armed Tigger. Cleverly, the best stuff's kept well out of the way – so you'll have to find secret rooms or make tricky rocket jumps to find the damage amplifiers and shields.



WHAT'S THE DAMAGE? If you see a purple glow coming from an opponent – run.



MR SHEEN: Energy shields are indicated by this pleasant shimmering effect.

THE BOUNCER: This is the kind of view you'll get [illegible]

BOMBS AWAY: Handily, the redeemer highlights goons so that you can head straight for them.

"SOME OF UNREAL'S GREATEST MOMENTS COME IN TEAMPLAY"

PECKINPAH'S CHOICE

1 **TIMESPLITTERS**
The only sane choice if you've got a MultiTap 2. The more realistic levels are nice, too.

2 **UNREAL TOURNAMENT**
The most fun you'll have gunning people down alone. Oh, but it was close...

3 **X-SQUAD**
Plenty of machine-guns and rockets, but precious little fun. And far too many switches.

PSM2 VERDICT

GAMEPLAY
+ Violent, varied, and surprisingly tricky to master.
- Multi-player mode's a huge disappointment.

GRAPHICS
+ Fantastic weapon pyrotechnics – lots of wham 'n' splatter.
- Sometimes murky – the wall textures aren't all that identifiable.

SOUND
+ Plenty of booms, screams and gurgles, and appropriate music...
- Although, of course, rock/techno might not be your thing

LIFESPAN
+ Stacks of levels, and a real challenge on Inhuman.
- Lack of a decent four-player mode denies it classic status.

OVERALL
Comes out shooting where you'd least expect it – in the single-player mode. It's just a shame that it fails so badly in multi-player.

83

VICIOUS

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CORNING CURVE Taking the inside of a bend and passing half the pack – a great feeling.

OUT UK MARCH 16

F1 RACING CHAMPIONSHIP

Is this Ubi Soft's Jordan to SCEE's forthcoming Ferrari? Nah. Plucky effort, though.

REVIEWER Joel Snape

Exciting as driving at 300mph undoubtedly is, the F1 genre's never been one for speed-junkies. Nothing about it – the all-important qualifying runs, the pit stops, the endless, eventless laps – seems to make sense in a game. Anything designed to make it more accessible to the normal gamer's almost like a poke in the eye for purists. Tricky.

On the first hurdle, Ubi Soft have done reasonably well. Shadows fall realistically across the track, flashbulbs pop as cars scream by, and tyres chew up the grass nicely. The driver's woeful and the spectators are glaringly two-dimensional, but you'll barely notice them in a race. The statistics – vital to any F1 game – are less impressive. Every official team's been included – courtesy of the FIA licence – and you'll also find a faithful recreation of Malaysia's Sepang track. Unfortunately, the drivers and regulations come from the 1999 roster, so purists'll be mortified to see Eddie Irvine still jobbing for Ferrari.

First of all, any self-respecting racer should head straight for the entertaining Arcade mode. The handling and feedback from the pad are fine and the cars fairly tear along – even with 20 of them and two players. The initial tussle for pole position's a joy – weaving through a field of spitting, smoking racers in the first ten seconds might be unrealistic, but it's also a bloody good laugh. Unfortunately, it's just not that difficult – CPU cars stick resolutely to the racing line, while you're barely punished for taking blatant shortcuts. Screech across an S-bend and you'll get a brief twinge from the pad and a negligible drop in speed – while the AI's left behind in a fumbling attempt to navigate them properly.

For a more challenging ride, the Driving School's a nice touch – a voiceover and map explains how to tackle a particularly vicious curve. Stray off the track and you've failed – but you'll always be close enough to justify having one more go.

Finally, it's time to settle down and dive into the Grand Prix. Here's where it all gets a bit tricky – you'll have to start worrying about pit crews and tyre pressures, and smashing into other cars will eventually take its toll. The damage level's selectable – at the most extreme, one weighty shunt's enough to end the race, but if that's too daunting you can tone it down a bit. It's a good challenge – but only if you're into this sort of thing.

Still, it's an F1 game. It can't match the manic thrills of *Smuggler's Run*, or the sheer joy we've felt playing *GT3* – and it's not even as technically competent as *Moto GP*. That leaves its appeal restricted to F1 fans, and they've got the much shinier Sony licence to look forward to. If you can't wait, it's worth borrowing, but everyone else has got better toys to play with. **PSM2**

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Ubi Soft
- **PUBLISHER** Ubi Soft
- **GAME TYPE** F1 Racing
- **PRICE** £39.99
- **ESSENTIALS** 1-2 Players, DualShock 2 Memory Card

DETAILS

- 16 tracks.
- 11 teams.
- 22 cars and drivers.
- Arcade, Grand Prix, Driving School, Scenario and Time Attack modes.

PLUS THE BIG BOX The detail's perfect – right down to the millions of ads. Do we really need them?

PLUS BUT Gravel spray and sunglare – they're the standard in track racers now, but still pretty.

INSIGHT

The Scenario mode lets you take part in the real events of the '99 season – like overtaking Badoer in three laps or less as Takagai. If that doesn't excite you, you're not going to like it much.

"PURISTS'LL BE MORTIFIED TO SEE EDDIE IRVINE STILL JOBBING FOR FERRARI"

PLUS BUT NOT Some of that detail Ubi Soft are so keen on. Doesn't add much to the gameplay, mind.

MURRAY'S CHOICE

1. **MOTO GP** Similar tracks and options, two less wheels and a lot more fun. Strange, that.
2. **F1 RACING CHAMPIONSHIP** Not exactly bad, but destined to lose out by not being the best at anything.
3. **F1 CHAMPIONSHIP SEASON 2000** Barely even qualifies as an update on its PSone counterpart – and it's twenty quid more expensive.

PSM2 VERDICT

GAMEPLAY
+ Fast, easy to control and generally fun.
- Depressingly stupid Arcade mode drones.

GRAPHICS
+ Impressive detail, loads of cars on-screen.
- Cursed with flat colours, and the spectators are a letdown.

SOUND
+ Surprisingly good music, smart commentary.
- Ear-bleeding engine shrieks.

LIFESPAN
Lots of challenge in the Grand Prix and Driving School. Arcade loses its appeal very quickly.

OVERALL
If you want an involved four-wheeled racer, this'll keep you going until F1 Racing comes out – just don't expect too much of it.

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PASSABLE

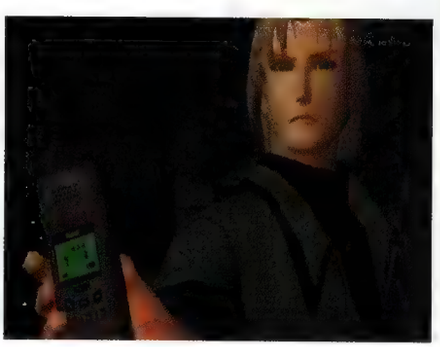
BUZZ LIGHT YEAR
The action travels through the ages, allowing you to impress your ancestors.

OUT UK MARCH 30

SHADOW OF MEMORIES

Stomp over the laws of space and time in your size 10s, in a desperate attempt to prevent a murder. Your own.

REVIEWER: Joel Snape



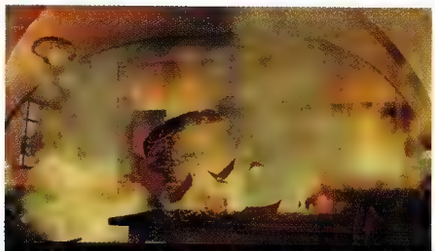
INFO

- CODE TESTED
- DEVELOPER
- PUBLISHER
- GAME TYPE
- PRICE
- ESSENTIALS

Memory Card

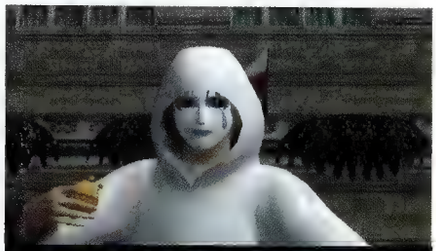
DETAILS

- 7 Chapters, an epilogue and a bonus scenario.
- Five alternative endings
- Multiple cut-scenes, dependant on how you complete the game. It's also possible to escape some of your deaths in different ways.
- 14 Characters – most of them with alternative versions.
- 4 main time zones – Medieval, 1900s, 1980s and Present Day.



ARSON VENDOR: Someone likes starting fires, preferably with you trapped inside the burning building.

IF IT MOVES, SKILLET: Household hardware plays a large part in preventing your untimely demise.

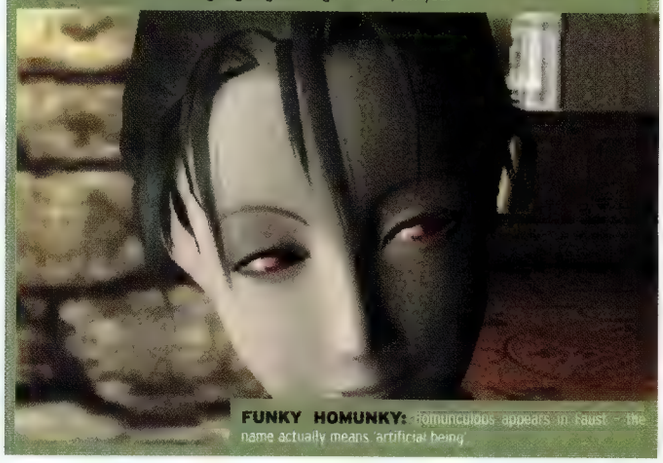


MIME PARADOX: Disguise is essential as you criss-cross through time – meet yourself, and it's all over... for everyone.

OUT ON A LIMBO: This is where you end up if your assailant succeeds, much to Homunculous' annoyance.

WHO-MUNCULOUS?

Floaty-voiced benefactor Homonculous is the mysterious being who brings you back from the dead. He frequently makes cryptic references that you'll only understand later in the game, and pops up throughout the time zones causing mischief. His hidden agenda revolves around you retrieving a gem for him – but it soon becomes clear that his links to Eike are much, much closer than that... We're not going to give the game away for you.

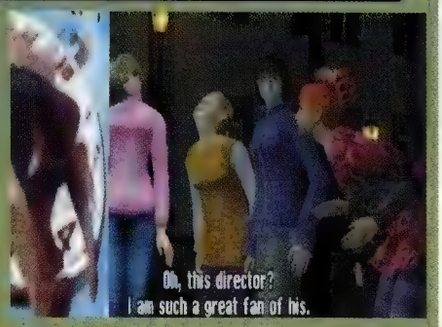


FUNKY HOMUNKY: Homunculous appears in Faust – the name actually means 'artificial being'.

TIME TRAVEL: A GUIDE

Avoiding death isn't always as simple as nipping down to the bullet-proof vest shop – and Eike never takes the easy way out. In one scene, he's hit by a car near an abandoned film billboard. Rather than, say, jumping out of the way next time, he goes back 20 years and convinces the director to make a more commercial film, so that there's a crowd around the poster and the murderer drives off. Genius.

THE DIRECT APPROACH: Eike has a friendly word, then goes back to the future.



THE CROWD SAYS BO! DIRECTOR: A swarm of fans provides too many potential witnesses...

ROAD RAGE: And the murderer retreats, thwarted. Gives the film's director a wicked shock, mind.

IMPACT POINT

Eike's merrily strolling the streets of Lebensbaum, when he comes across a big, black dog. It barks enthusiastically for a bit, and he decides to turn back. It's a fairly sensible way of making sure you don't get lost, but it still feels as if you're being funnelled in a certain direction.

As high-concept game pitches go, *Shadow of Memories* is an unlikely winner. It's a combination of Faust, Quantum Leap, Back To The Future and Groundhog Day, but with sinister undertones you'd associate with *Silent Hill* – and it works. The premise is fairly simple – you keep getting murdered, but you can jump back in time to reverse the series of events leading to your demise. As you do so, you also have to remove the underlying cause of your death, by working out *why* someone's so fixated on killing you. You bounce through history, happily meddling with things you don't understand. And collecting green time-juice. Easy.

The control system works fine. Barring the odd annoyance – having your path blocked by knee-high shrubs, for instance – negotiating the streets and time zones is simple enough, helped by a handy map and compass. Neatly, objects of interest are highlighted with a blue glow – the explanation being that your time travel device picks up on them. It's a clever idea, and a good way of getting around the age-old adventure game problem of having to examine every background detail in a room. Similarly, useable doors are highlighted with a flashing icon – except that sometimes they aren't, which seems a bit pointless to us.

CROCK OF AGES

The problem is, everything bad about *Shadow of Memories* comes at you in a rush. Take main character Eike, for instance – he's not much more than a floppy-haired pretty-boy, and he's infuriatingly slow to grasp even the simplest ideas. After your initial stint as a knife-holder, you're thrown into limbo – and subjected to the first of a series of long, long conversations. Huge chunks of the game are made up of dialogue, and it isn't always very impressive. Characters bore you with intimate details about their lives at the slightest prompting, which just seems odd. Everyone, *everyone* spouts '90s slang – there's something strange about being told you're 'kinda cute' by a medieval peasant. For such a story-driven game, convincing speech is vitally important, but here it's just a way of furthering the plot.

Then there's the brain-numbing simplicity of the puzzles. The game insists on holding your hand virtually throughout, which feels stifling at first. If you're still stuck after Homunculous' blatant post-death hints, there's always a stranger at ▶

"THERE'S SOMETHING STRANGE ABOUT BEING TOLD YOU'RE 'KINDA CUTE' BY A MEDIEVAL PEASANT"

FACES OF DEATH

Although Eike spends the start of every chapter croaking his last on a deserted street corner, it never gets boring. Someone – or several someones – are intent on killing him, making every meal and roof top stroll a potential disaster. Still, don't feel too sorry for him – he's clearly done something terrible to deserve all this unpleasantness, despite his claims about having amnesia. It's always the quiet ones.

WHAT'S YOUR POISON? They've got the poison, you'll have to find the remedy. In the 16th Century.

ME OLD CHINA: The murderer thinks nothing of dropping priceless vases on you. The fiend.

POOKER FACE: You're about to take a header off a tower, but note the more masculine hands in this shot - another murderer?

IN LIVING COLOUR

Although he'll occasionally just nip back a day or half-hour to change the future, most of Eike's major discoveries are made in the distant past. In a clever touch, the colouring of the surroundings changes to reflect the era – the 1900s appear in black and white, while the 1520s have a sepia tint to them. Eike stays in colour throughout, which adds to the general feeling of weirdness.

MR BROWNSTONE: The odd shading really helps to create the period atmosphere. And it is indeed a terrible time.

BRIGHT HERE, BRIGHT NOW: The present's rendered in glorious Technicolor. Just look at that plush carpet...

SNAP AND DRAB: Eike somehow manages to appear in colour in a black and white photo. Odd.

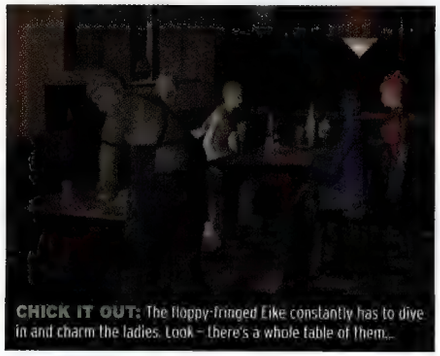
INSIGHT

Although the game never mentions it, those dogs that keep getting in the way commonly crop up in superstition as premonitions of death, or incarnations of the devil. Clever *and* a bit scary.

▶ hand to mumble some cryptic advice, and even the time-travel options screen tells you where to go. It becomes a little less aggravating later on – when you've got six time zones to choose between, a nudge in the right direction doesn't hurt. Still, you won't find your lateral thinking powers too heavily taxed. There's even a section where you have to feed meat to a guard dog, for heaven's sake. In the early stages, you'll be appalled by the lack of interactivity – the first two chapters almost run on autopilot, with entire sections where you might as well put the pad down.

Thankfully, perseverance is rewarded. The further you progress, the more willing you'll be to overlook the game's shortcomings and accept its unique style. It's simply an overwhelmingly plot-driven game, and thankfully the plot's strong enough to sustain it.

For a start, there's the dying. It might not be intentional, but there's a sort of morbid humour in seeing what's going to happen to Eike next – he gets stabbed, poisoned, hit with jars and run over so often that you have to feel sorry for him, soft rock hairdo or not.



CHICK IT OUT: The floppy-fringed Eike constantly has to dive in and charm the ladies. Look – there's a whole table of them...

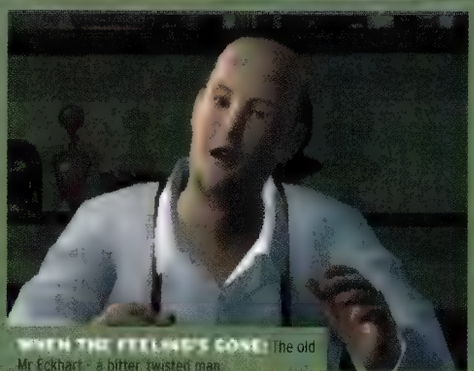
CHRONICLES OF YARNIA

Then there's the story. The central idea's undeniably great, and nicks enough threads from classic time-travel flicks to be constantly entertaining. There's the bit where a picture changes to reflect something that happened in the past. There's the bit where you accidentally teleport someone else back in time with you, and lose them on the way. And then there's a bit where Eike dresses up as a clown (to avoid causing a time paradox) and throws an ornamental egg with a note saying 'Dear Eike – please acquire a frying pan' at an earlier version of himself – then finds one in his pocket. Brilliant.

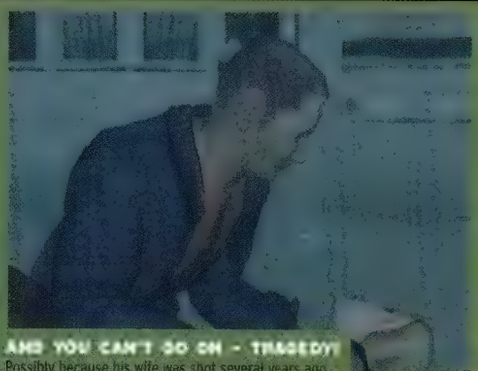
Eike dashes about altering history with all the cack-handed enthusiasm of a children's TV presenter – appearing in photos, scaring the locals and inadvertently chatting up his own relatives. Doc Brown'd have a fit. When you're in the past, even the most flippant remark can have huge repercussions – witness, for instance, one

IF I COULD TURN BACK TIME

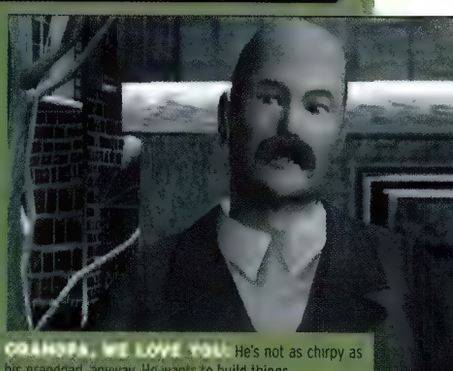
Since your time-travelling lunacy's confined to one town, it's only natural that you'll come across the same people – or their relatives – in every era. They might look slightly different, but they're still recognisable – and they're always played by the same voice actors. Even the passers-by have their ancient counterparts – an old lady and her strangely wizened daughter turn up in the year 2001, but you'll also see them instigating witch-hunts in the medieval period.



WHEN THE FEELING'S GONE: The old Mr Eckhart - a bitter, twisted man.



AND YOU CAN'T GO ON - TRAGEDY! Possibly because his wife was shot several years ago.



GRANDPA, WE LOVE YOU: He's not as chirpy as his granddad, anyway. He wants to build things...

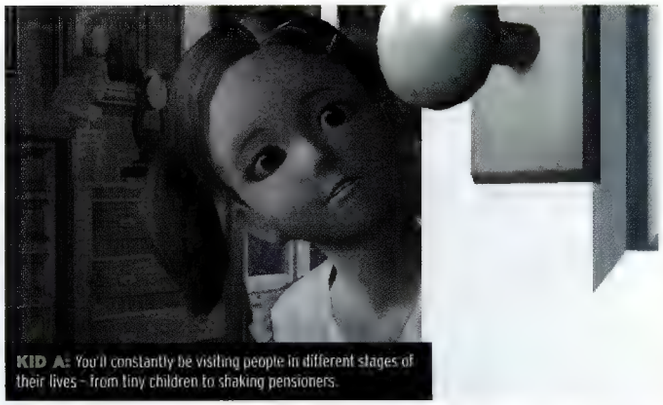
THIS CHARMING MAN

Being a vacant, non-threatening guy, Eike naturally proves irresistible to the ladies. Cleverly, though, any attempts at flirting are met with a stern reminder that shacking up with your ancestors – apart from being morally dubious – is a threat to the very fabric of reality. If, for instance, you spend too long chatting to one of your relatives in the medieval era, you're rewarded with a quick burst of vibration from the joypad and a warning against meddling with history.

BLONDE ON BLONDE: Dana comes right out and asks you to make her a necklace from the red ruby. The foxy young tramp.

IT'S ABOUT TIME...

There's an unexpected reason for the constant timeshifts to medieval Germany. Complete the game, and you'll be rewarded with a final plot twist that almost matches the Sixth Sense for sneaky cleverness. Now go – turn to our interview with the game's creator on pg126.



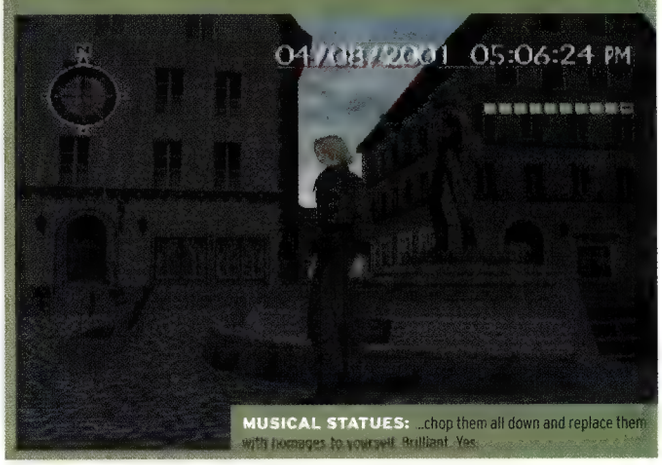
KID A: You'll constantly be visiting people in different stages of their lives – from tiny children to shaking pensioners.

BROWN-EYED GIRL: Margarete drops hints about coming to the future. But if she does, she'll destroy the world. Probably.

THE TIMES ARE A CHANGIN'

It's possible to mess about in the past without affecting the overall course of the game. Witness, for instance, one scene where Eike appears as a demon in a medieval village, courtesy of his trendy threads and mobile phone. A tree's being planted – but why not suggest they put some pretty flowers there instead? Or perhaps a statue dedicated to you? Guess which we chose.

LEAF ME ALONE: Trees – they might look pretty, but they're too good at concealing murderers. Avoid them all. Better still...



MUSICAL STATUES: ...chop them all down and replace them with images to yourself. Brilliant. Yes.

"THE FURTHER YOU PROGRESS, THE MORE WILLING YOU'LL BE TO OVERLOOK THE GAME'S SHORTCOMINGS"

bit of innocent banter from Eike leading to the construction of a museum. It seems a bit unlikely at first, but you'll quickly ignore that and start enjoying the fun.

Although the constant exposition's irritating at first, you'll slowly become drawn into the little world of Lebensbaum. While the script's nothing special, the facial expressions are excellent – characters look convincingly hurt, surprised or upset. In some conversations, you'll have to rely solely on these reactions to guess what the other person's thinking – and it might be as subtle as their eyes widening or their lip trembling.

You're drip-fed revelations about the central characters as you skip between time zones, and you'll often come across descendants or younger versions of people you've already met. As you move through the game, the more intertwined everything becomes – it soon becomes clear that by avoiding one death, you're inadvertently jerking someone off enough to cause another. As you approach the end of the game, the various threads of the story come together – with some genuinely surprising twists.

It's possible to stroll through the game in a few hours, if you don't explore any of the sub-plots. You're unlikely to get stuck, since it insists on guiding you through the puzzles so carefully. Thankfully, there's a fair bit of replay value on offer. There're five possible endings, depending on how you handle certain key moments, and it's entirely possible to miss out on entire cut-scenes. In one scene, for instance, you're near the scene of another shooting – Lebensbaum's a violent place – but you can easily ignore it and carry on with saving your own life. Once the game's complete, though, you can save it and start again, but this time try to save the victim and see another version of history. Not all the alternative realities are this interesting – quite a few revolve around one line of conversation and just affect the scenery – but it's still interesting to wander around seeing what you can do.

TALKING BOOK

Ultimately, *Shadow of Memories* isn't for everyone – you don't get to do any fighting or shooting, and you'll need to have a fair bit of time on your hands to get the most from it. That said, it's a brave attempt to do something new. It's almost the 'interactive book' that Konami are rumoured to be working on – and the way the facial animations form an essential part of the gameplay is another indication of the new elements that the PS2 can bring to gaming. The linearity lets it down slightly, and more convincing dialogue would have helped, but it's still an intriguing, involving game. **PSM2**

Unless you've got yourself a time shifting Digipad, you'll have to wait until the end of March to get hold of Shadow of Memories

MISS MARPLE'S CHOICE

1. **SHADOW OF MEMORIES** Stacks of murders, loads of mysteries, only let down by a slight lack of interaction.
2. **BROKEN SWORD 2** Not too big on the murdering, plenty of mystery, and lots of tricky puzzles on PSone.
3. **THE X-FILES** Plenty of PSone mystery, one or two murders and a lot of wierdy messing about...

PSM2 VERDICT

GAMEPLAY
+ Involving, well-thought out story, clever puzzles.
- It's far too linear, though.

GRAPHICS
+ Pleasant scenery, lovingly detailed faces.
- Slightly Thunderbirds-ish movement.

SOUND
+ Excellent voice-acting, atmospheric music.
- Very low key, with occasional mumbling.

LIFESPAN
+ You'll have to play through five times to see everything.
- But will you bother? You can do it once in about six hours.

OVERALL
It might take a bit of getting used to – but it's certainly different, and a game you can settle down to play with a cup of Horlicks.

80

MEMORABLE

JUSTIFY MY GLOVE
A good connection's rewarded with an explosion of saliva and blood. Ace.

OUT UK MARCH

KNOCKOUT KINGS 2001

Fancy crawling on all-fours in huge trunks looking for your retinas? EA wheel in the greats, who're queuing up to hospitalise you. **REVIEWER:** Duncan Baizley

HEAL, BOY: As well as repairing your ruined mush, corner men dispense some surprisingly useful tactical information.

It's gone down to the last round. The judges are split, as are the brows of both fighters. Stamina's low, there're teeth everywhere and two knackered boxers are holding on for dear life, occasionally sneaking rabbit punches on to the back of each others heads... or a quick one to the goolies.

Just when you think you've done enough, the decision goes against you; the DualShock 2's gone to the floor – exit office screaming: "This game's stupid... it's just not bloody *fair*..." The strop's then eerily mirrored on-screen, as your carefully cultivated fighter throws an impromptu toddler's masterclass in how to *really* express themselves when all the sweets have gone.

That's the genius of EA's next-gen update of their classic sim. Whilst retaining the strict adherence to the rules, faces and arenas, it doesn't forget that, despite the modern game's woeful state, at its peak boxing can be a brutal, beautiful spectacle, and, to a point, EA have managed to capture it admirably.

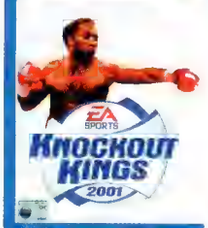
The recreated CyberScan faces, bodies and styles of the greatest boxers in history – Naseem and Tyson excluded due to conflicting licence deals – mean that the reality level's been bumped up more than just a few token notches. As you pick your way through Jake 'Raging Bull' La

"BOXING CAN BE A BRUTAL, BEAUTIFUL SPECTACLE"

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Black Ops
- **PUBLISHER** EA
- **GAME TYPE** Boxing Simulator
- **PRICE** £44.99
- **ESSENTIALS** 1-2 Player, DualShock 2, Memory Card

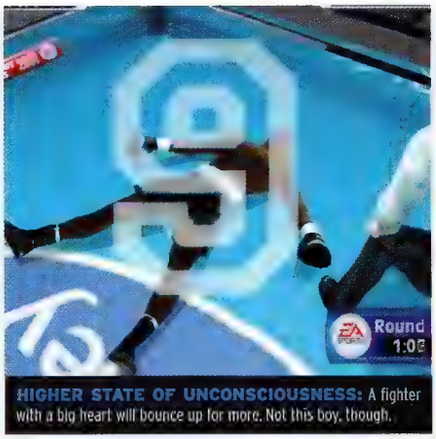
PlayStation.2



DETAILS

- 36 male and four female boxers, plus hidden fighters.
- Slugfest, Exhibition, Career and Fantasy Fight modes.
- Boxer Biographies.
- Ten arenas, including EA and Black Ops venues.
- Commentary from Harry Carpenter and Barry McGuigan.

MODESTY BLAZE: Don't expect humble handshakes and heart-felt congratulations. It's all OTT histrionics and sulks these days.



HIGHER STATE OF UNCONSCIOUSNESS: A fighter with a big heart will bounce up for more. Not this boy, though.

shallow training section that starts to repeat after only ten or so trips to the gymnasium.

Slugfest lets you slip into bully mode and shatter the skull of a plucky lightweight with Ali's sledgehammer fists. Fantasy Fight sets up some classic 'if only' fights, while Exhibition's the two-player pick-up-and-play mode of choice.

BATTER PUDDING

Where *Knockout Kings 2001* does disappoint is graphically. Yeah, the fighters and arenas look great, but the crowds are appalling and the action suffers from some awful clipping – even in the relatively simple training scenarios.

Which is a massive shame, because technically *Knockout Kings* is impressive. Slugging *Ready 2 Rumble*-style will end in bloody defeat. You have to watch your opponent and adjust your boxing approach accordingly – from long-range jabbing to rib-liquidising body assaults – which allows the individual style of each boxer to present a different challenge as you climb the rankings. The controls take a little while to master, but perseverance is rewarded with impressive counter combos and some spud-bruising dirty tricks that'll annihilate anyone who fancies their chances against you in two-player once you've spent a while in Career mode.

It's a shame, then, that this PS2 version's such a mix of awesome improvement and shocking laziness. While staying in the pure boxing stance, with some admirable, if quickly tiresome contributions from two veteran, and instantly recognisable, voices of British boxing coverage, it's a joy to play. But too soon the dreadful 2D crowds, seemingly lifted from an iffy Yank wrestling title, and the odd collision problem soon begin to convince you that this isn't the classic, great leap forward it deserved to be and it all goes a bit school playground ruck. Still, with this many options it's still capable of doing serious damage to any glass-jawed contenders. **PSM2**

Knockout Kings 2001 leaps of the stool swinging wildly in March.

SLUGFEST: This mis-match was only really going to end with Morales on his arse and bleeding.

Motta's superhuman resilience, you can recognise the low-slung stance, feel the relentless body blows and realise that you could hit him 'til Christmas with a length of four-b'-two and he *still* wouldn't bite the canvas.

The modes are nicely balanced, with the newly added Career giving you an opportunity to mould a contender into your own image, cover them in tattoos, dress them in embarrassing shorts and send them out to punch their way to immortality, from a warehouse in Texas to Madison Square Gardens… or die trying. The options are impressive – even allowing you to pick a nickname (we went for the apt 'The Hooligan') and pick out a boss tune to enter the arena to (Del The Funky Homosapien's *Jaw Gymnastics* did us). The only drawback's the

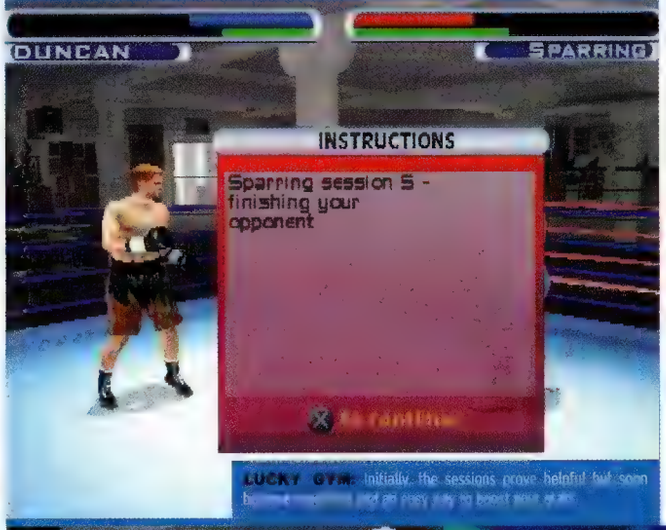
IN FOR A CANING: Age presents no problem with a selection of boxing's most wanted matches from history.

IMPACT POINT

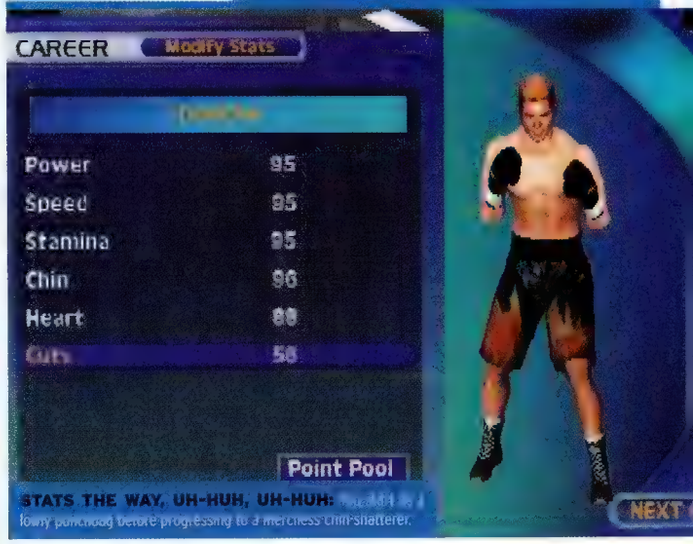
After creating your fighter you can give 'em their own theme tune for them to ponce towards the ring to. Forget the steely glare of the no-nonsense pro and go showboat-mad

WHAT DO POINTS MAKE?

The Training mode enables you to work the gym and learn the finer points of boxing technique, while earning valuable points to boost your rookie boxer's stats. Work on the bag or spar with a partner to learn the advanced dodge and counter combos.



LUCKY GYM: Initially, the sessions prove helpful but soon become monotonous and an easy way to boost your stats.



STATS THE WAY, UH-HUH, UH-HUH: [illegible] lowly punchbag before progressing to a merciless chin-shatterer.

INSIGHT

In 1977, American TV network, NBC, premiered the animated series I Am The Greatest: The Adventures of Muhammad Ali, which featured Ali as a modern day Robin Hood fighting crime and solving mysteries. Despite featuring the man himself, it was cancelled after one season.

'ENRY'S CHOICE

1 **READY 2 RUMBLE: ROUND 2**
Ludicrous, but fun, arcade-style beat-em-up that's as easy to pick up and play as it is to laugh at.

2 **KNOCKOUT KINGS 2001**
Technically, a joy to play. But some disappointing graphics let it down badly.

3 **VICTORY BOXING 2**
This is how to integrate training into a game, instead of simply bolting it on.

PSM2 VERDICT

GAMEPLAY
+ Realistic combos, and a good feel for actual boxing technique
- Bouts tend to dissolve into workman-like wars of attrition.

GRAPHICS
+ Astoundingly accurate models of fighters. Impressive arenas.
- Occasionally looks a bit rough, with some scary clipping.

SOUND
+ A wide range of vocal input, and some great punch effects.
- Harry and Barry quickly become repetitive.

LIFESPAN
+ Career mode will keep you going, as will the two-player…
- …until next year.

OVERALL
EA have managed to capture the skill and spectacle despite some ropey graphical edges. An excellent Career mode rewards hard work.

79

TECHNICAL KO

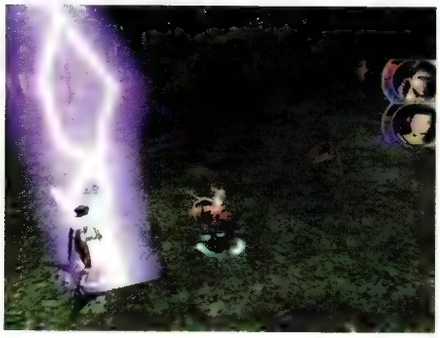
MUCK AND BRASSO: Part robot, part lavatory attendant, the Golems of the sewers come in two types – helpful and malicious. Thankfully, they're not as hard as they look.

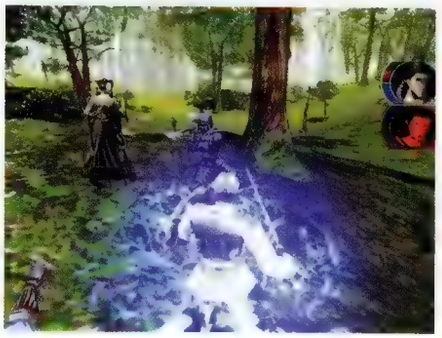
OUT UK MARCH

SUMMONER

Finally, the most awaited RPG for PS2 arrives. PSM2's pointy-hatted deputy editor Jonathan Bryant summons his last remaining strength to bring you the definitive verdict...

REVIEWER: Jonathan Bryant





INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Volition
- **PUBLISHER** THQ
- **GAME TYPE** Action Adventure
- **PRICE** £44.99
- **ESSENTIALS** 1 Player, DualShock 2 Memory Card

DETAILS

- Four playable party members along with loads of creatures that, when summoned, become a part of your team.
- More spells, weapons and magic items than you can shake a bastard sword at.
- A massive environment to explore that easily rivals the scope of many of the *Final Fantasy* titles, with over 60 hours of playing time recorded.

MENSWEAR, SIR? This hunk of love is actually the lift operator on the island of Ilona.

BACK MONK THEME: Flece resists the urge to try out her back-stabbing skills on the innocent.

Make no mistake, this is a role player for the old skool diehards that can still remember the early days of *Dungeon Master* and the like. Need your heroes spike-haired, fur-lined and sporting gun blades? Then avert your eyes as *Summoner* is all about pinning skeletons while searching for the legendary lost Comb of Thwarg... or something. Which is no bad thing for the fans of the genre, as Volition have pulled out plenty of stops to make this a bumper package.

DEATH IS NOT AN OPTION: A quick blast of the old revive spell soon gets dead team-mates back on their feet.

OK, the plot (and it really is pretty uninventive). Wriggling into the boots of a lad called Joseph you head off into the land of Medeva in search of your mentor Yargo who first taught you the skills of a summoner. Along the way, in typical RPG fashion, you put together a party and gain experience points by completing quests for the NPCs that litter every location. Rescue a lost doll of the smithy's daughter and he'll give you a jewelled dagger. Confront a gang of brigands for a merchant and he'll give you... ten gold pieces. For the most part, each of these tasks boils down to one simple rule of RPG life; to get ahead, you've gotta kill something.

The art of kebabing the local denizens is, all-in-all, a pretty engaging experience that will instantly be familiar to anyone who's played *Vagrant Story* on PSone. With every swipe of your sword you're given the option of linking one blow with the next in a simplified Bemani kind of way. String enough of these attacks together and the poor sod you're battering will cough up the treasure in no time at all. The only down-side to all this real-time swashbuckling is the enemy AI, which favours ganging up on you. This reduces each encounter to cautious exercises in strategy rather than might.

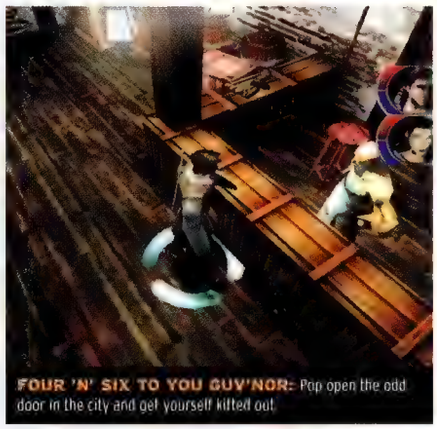
As the game progresses you'll buy better weapons (both bladed and ranged) and improve your skills in combat and magic casting. All formulaic stuff. But it's the little nuances hidden away in your characters' skills that make this adventure engaging. Flece, the assassin, for example, has the ability to hide in shadows and despatch foes with a lethal back-stab move, while the retrieval of the summoning ring opens up a grimoire of monsters to experiment with.

Sadly, there's one mother of a dark cloud on the horizon. Play your party in the tasty confines of a castle and you'd be suitably impressed by the beautifully textured visuals that surround you.

"YOU'LL FIND YOURSELF IN A CRAZY WORLD OF POP-UP"

Take them outside, however, and you'll find yourself thrust into a crazy world of pop-up. Buildings ooze out of thin air like freshly spilled Slush Puppy, while the horizon has a distinct Vaseline-smeared feel to it. And, to add insult to injury, the game's camera frequently adopts a 'top down' perspective when outside – perhaps as a means of pop-up damage limitation.

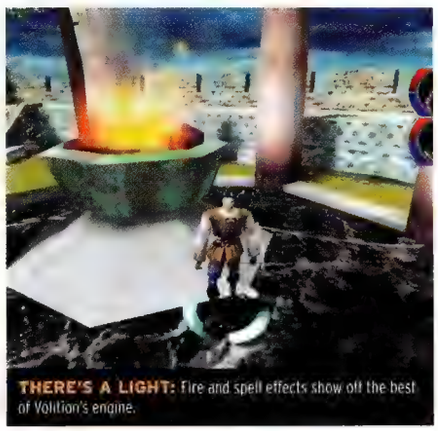
Play-test *Summoner* in a shop and you'd be well within your rights to pocket your cash and head out the door. But, if you did, you'd be missing out on some sharp examples of quality gameplay True, the graphics stink in places, the plot's weak and the enemy AI's a bit stodgy, but ultimately Volition have produced an deep piece of fantasy adventuring for PS2. It's just a pity that they couldn't have added a couple of months to the development schedule and ironed out the faults that will doubtless dog *Summoner* for the rest of its days. **PSM2**



FOUR 'N' SIX TO YOU GUV'NOR: Pop open the odd door in the city and get yourself kitted out.

IMPACT POINT

Once inside the Kings's palace, Flece get's her own infiltration mission. Leaving Joseph to his own devices she has to try and make her way through a succession of guard filled corridors without being seen. Pity the camera doesn't do you any favours when you're trying to locate the boys in blue.



THERE'S A LIGHT: Fire and spell effects show off the best of Volition's engine.

INSIGHT

- There're literally hundreds of NPCs in the game and each and every one of them has something to say about the world they live in. Thankfully, you only *need* to talk to the ones with speech bubbles above their heads.
- Volition were one of the first developers to throw themselves at the knotty problem of PS2's anti-aliasing. *Summoner* shows evidence of success via the thousand of tidy edges that grace every screen.

GYGAX'S CHOICE

1 **SUMMONER**
It's big, bad in places but ultimately a competent piece of adventuring.

ORPHEN
The drop to the second slot on this table is a big one with *Orphen's* wafer thin gameplay failing to float our RPG boat.

ETERNAL RING
Sadly, the in-game action lives up to all the puerile jokes the title conjures up.

PSM2 VERDICT

GAMEPLAY
+ Incredible depth and variation keeps you involved.
- Enemy AI routines can be a grade-A pain during combat

GRAPHICS
+ Stay inside and there's very little to moan about.
- The great outdoors is a scary place.

SOUND
+ Involving soundtrack and tasty bites of dialogue.
- Everyone's got something to say, but few are 'saying' it

LIFESPAN
+ Get caught up and this will swallow your social life whole.
- Not interested in the genre? Then there's little here to tempt you.

OVERALL
A game with massive aspirations, unfortunately let down in places by shoddy graphics and dodgy AI. Still an enjoyable romp though.

70

VAST

Rip into this month's

SCI-FI SPECIAL

The making of *X-Men* ■ The 20 Sci-Fi movies you must own
Reviews of *ID-4*, *Terminator*, *The Abyss*, *Ultraviolet*, *Doctor Who* and more

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RAIL GUN: Defending the forces below this bridge require [illegible] and pin-point accuracy.

OUT UK APRIL

NASA BIT NASTY
No matter how many times we do this, it's still one of the best bits of the game.

GUN GRIFFON BLAZE

After *Z.O.E.* this is the best mech shooter around. A piece of precision engineering that makes lesser rivals look steam driven. **REVIEWER:** Jonathan Bryant

INFO
- **CODE TESTED** PAL (UK)
- **DEVELOPER** Game Arts
- **PUBLISHER** Swing Media AG
- **GAME TYPE** Mech Shoot-em-up
- **PRICE** £39.99
- **ESSENTIALS** 1 Player, DualShock 2, Memory Card

DETAILS
- Six basic weapons available at the start of the game.
- Medal reward and upgrade system.
- Fully destructible scenery with power-ups, weapons and resources [illegible]

***Gun Griffon Blaze* is just about everything a mech title should be. It's got a world of rocket-fuelled combat just waiting to be explored, more weapon upgrades than an edition of Jane's and the kind of energy-sapping gameplay that leaves you fumbling for the Dextros.**

Suffice to say that this is right up there in our mech-based affections with the likes of *Z.O.E.* and *Red*. And the reasons for this level of respectful appreciation can be read in the calluses on our thumbs. We like what this game does to us.

METALLIC PAINT

OK, so the graphics aren't as spick-and-span as you'd expect from a next-gen title, but they do offer enough touches of excellence to make you forgive them their shortcomings. Get hit by enemy fire, for example, and your perspective gets rudely shunted to one side, the image starts to break up while the DualShock 2 goes mental in your hands. It's as though you really have just been hit by something. Other choice moments for the eyes include an impressive recreation of Cape Canavral, the opportunity to take your mech underwater and some top-notch death animations. Hit one of the spider-like M-19 A1s hard and you get to watch as it pulls itself apart before dying.

On the gameplay front there've been some major revisions since we looked at the preview code last month. Now, as well as a chance to play all six missions in both Normal and Advanced modes, the game comes with four difficulty settings. As such, this addition – combined with the Weapons System collectables – has seriously upped the replay value.

"THIS IS RIGHT UP THERE WITH THE LIKES OF Z.O.E."

Turning away from the basic mechanics of each mission, it's the little things that again make you catch your breath – a sniper mode that actually provides a tactical advantage as well as looking cool, 44 enemy units all masterfully rendered, plus a ton of fully destructible scenery crammed with power-ups and supplies. It's details like this that make every encounter with the enemy a crafty balance between frontal assaults and hacking it around trying to locate repair kits.

WD40

Corrosion, rust, plain old badness, call it what you will, *Gun Griffon* does have a few nasty patches on its otherwise pristine bodywork. Let's face it, the game only has six theatres of operation (Guam, Cape Canavral, Greece, Tibet, Egypt and Ukraine), which is a shame when the scope for arenas could've been developed a little more enthusiastically. Despite their individual size they still don't offer a great deal in the way of exploration, although the improved difficulty will mean that you'll spend plenty of time trying to master them all.

The control system also causes heartache at times, as you'll find yourself switching between weapons rather than firing and strafing left rather than right more often than not. But, it has to be said, these gripes are a rare occurrence that only creep up in the brief moments when you're not fully involved in fighting for your life. Besides, who wouldn't want to drive a dirty great robot to work? **PSM2**

Strap in to a dustbin of destruction for an April Gun Griffon Blaze *release.*

ROTO-HATER: Attack copters launch devastating missil[illegible]

INSIGHT
- Game Arts are responsible for such titles as *Thexder*, *Silpheed*, and *Grandia*.
- The first two *Gun Griffon* episodes originally appeared on the Sega Saturn. So this is a new experience for us all.

NAGAI'S CHOICE

1 **Z.O.E.**
A perfect combination of robo might and heart-wrenching plot structure.

2 **GUN GRIFFON BLAZE**
Fast-paced battle action that stands out from the mechanised hoards.

3 **ARMORED CORE 2**
Unsurpassed in the 'bot creation stakes, but sadly let down by repetitive mission structure and constrictive arenas.

PSM2 VERDICT

GAMEPLAY
+ Frenzied ground-level action with plenty of pyrotechnics
- Seriously tricky even on the Normal difficulty setting

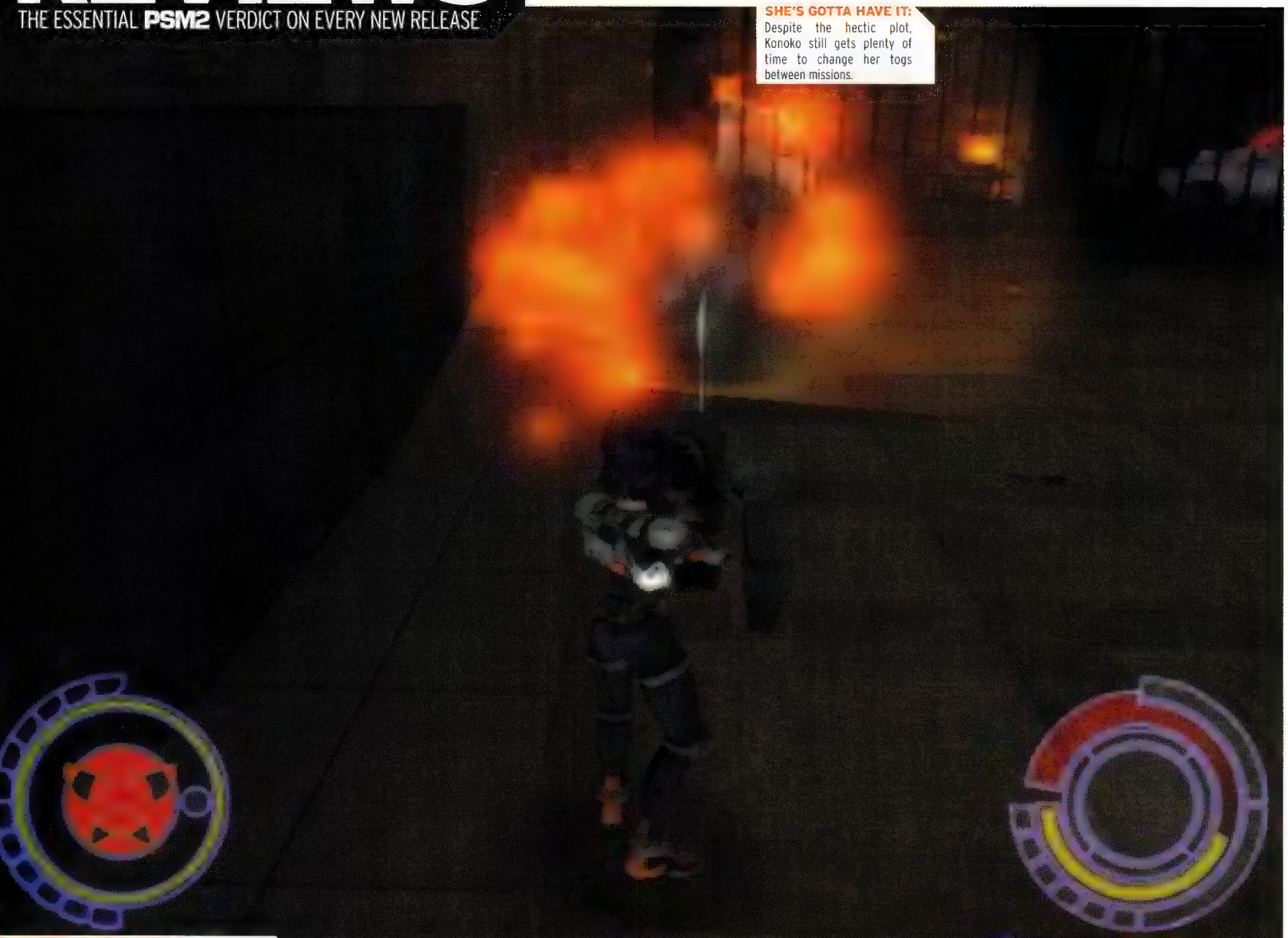
GRAPHICS
+ Excellent character animations and well rendered levels.
- A dull front end plus occasional pop-up on the horizon.

SOUND
+ Heart-warming intro leading to a cacophony of bangs and whizzes
- Nothing in there that'll surprise you after a while.

LIFESPAN
+ Four difficulty settings and model collection will keep you busy.
- There're just six environments to play in.

OVERALL
One of the few mech titles to actually make you realise you've playing a next-gen console. Big levels, big guns and big respect from us.

70
HEAVY-DUTY



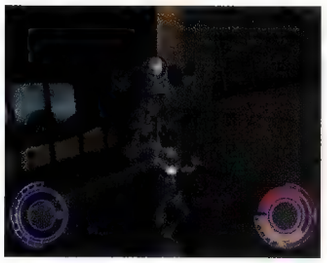
SHE'S GOTTA HAVE IT: Despite the hectic plot, Konoko still gets plenty of time to change her togs between missions.

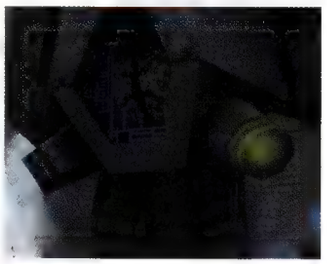
OUT UK now

ONI

Killer cop action and Anime-cool. But is it any fun?

REVIEWER: Jonathan Bryant





Average games are freaky critters. The sit on the fulcrum of reviewing and neither tip the scales towards the dark side or slide down the balance and plonk themselves in the tray of goodness. Such is the fate of *Oni* – almost. There's plenty to dislike about the game and plenty that makes you smile and give a nod of appreciation towards the inventiveness of its coders. So let's start with the bad and work our way towards the shining light.

GREY DAY

Most of the problems are centred around the graphics of the game, and while Konoko – the lead – and her fellow characters are well realised, the place they live in is dour. A distinct lack of textures means that every room is predominantly grey with the odd splash of colour and little in the way of dressing to liven things up. Occasionally you'll enter a room an find a huge wind-powered Kenwood Chef doing its thing, but background animations like this are few and far between. With architect David

INSIGHT

- Dark Horse comics have signed up the high-kicking techno chick.
- The soundtrack for the game was produced by Power of Seven who've previously worked on Mac title *Marathon Infinity*.

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Rockstar/Bungie
- **PUBLISHER** Take 2
- **GAME TYPE** Action/Adventure
- **PRICE** £39.99
- **ESSENTIALS** 1 Players, DualShock 2, Memory Card

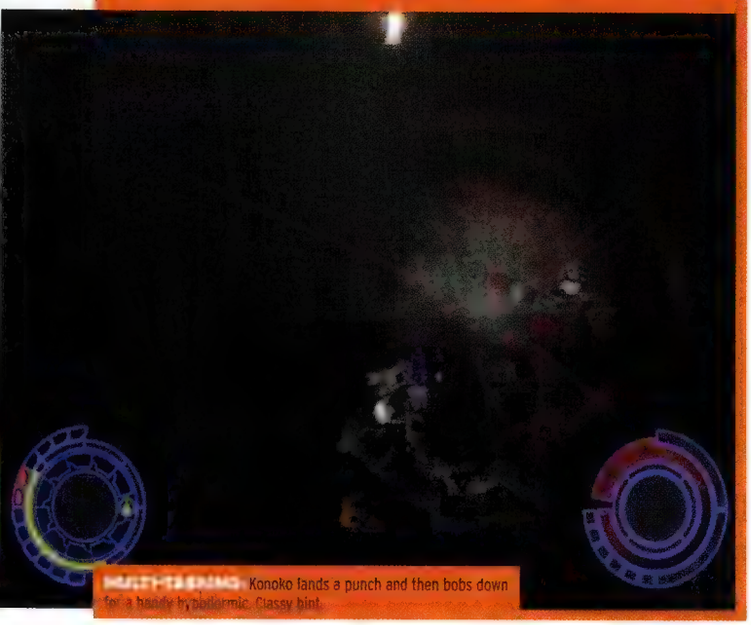
PlayStation.2

DETAILS

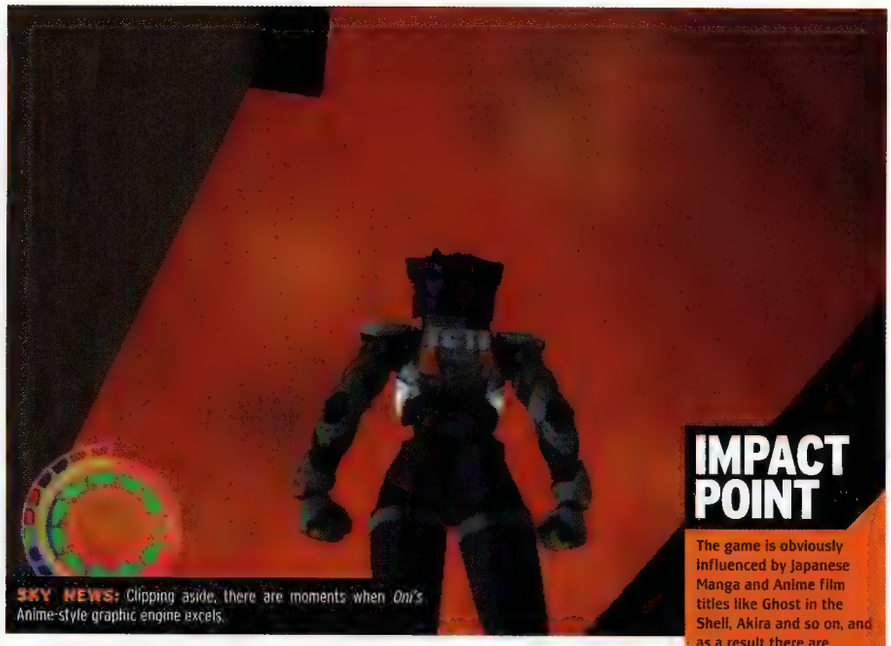
- A running diary that continually updates Konoko's combo moves.
- 17 hi-tech levels of highly designed locations.
- 10 basic weapons, including the Wave Motion Cannon, Plasma Rifle and Scram Cannon.

SINGLE FIGHT FEMALE

When it comes to weapons there're plenty of handicaps that make you really think before you pick up a gun. Some, like the Wave Motion Cannon, are so big that you're unable to run with them. Others have different effects on various enemies' body armour, and all of them vanish mysteriously if you choose not to use them.



MULTI-TASKING: Konoko lands a punch and then bobs down for a handy hydraulic classy bint.



SKY NEWS: Clipping aside, there are moments when *Oni's* Anime-style graphic engine excels.

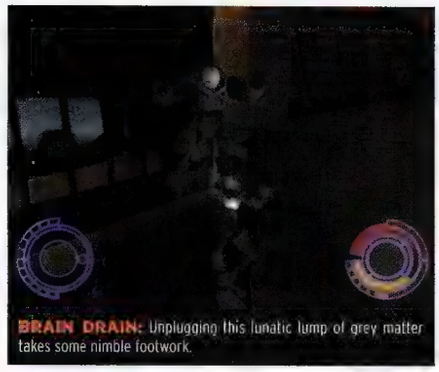
IMPACT POINT

The game is obviously influenced by Japanese Manga and Anime film titles like Ghost in the Shell, Akira and so on, and as a result there are plenty of luscious loading illustrations to discover. They help to create an atmosphere of neo-Tokyo tech noir. Frightening.

Dunn assisting the overall design of the buildings, you'd expect something to rival Sir Norman Foster's Canary Warf underground station in concept. What you actually get are levels that are well laid out, but apparently made of something less substantial than concrete. Which brings us onto the next big bugbear concerning the game's visuals – clipping. Swing the camera around and the opportunity to take out enemies from a distance with a host of super-cool weapons. It really is the first time that a third-person console adventure has combined both hand-to-hand combat and gunplay so seamlessly. And, to reiterate a point, the weapons are things of beauty.

commend the game on a visual front. But, there's still a pile of decent gameplay hidden away beneath its dull exterior and fiddly interface.

Like all new control systems, *Oni's* is one that takes some getting used to, with the left Analogue dictating the movement of your character while the right deals with the camera. Pretty simple in itself, but start adding kicks, punches, rolls and jumps and you're looking at something to rival *Tomb Raider* at its worst. Persevere however and, just as with Lara, you'll fall in love with what Konoko can actually achieve. Take her into combat for the first time and you'll be amazed at what she can do to a room full of multiple assailants. Flying kicks, blistering combos



BRAIN DRAIN: Unplugging this lunatic lump of grey matter takes some nimble footwork.

"FLYING KICKS, BLISTERING COMBOS AND THE OPPORTUNITY TO TAKE OUT ENEMIES WITH A HOST OF SUPER-COOL WEAPONS"

Konoko and the surrounding walls become handily transparent to allow you to see the action but, at the same time, they also show off the harsh limitations of *Oni's* engine. Stairways fold into a series of floating strips, skylines bob in seas of blackness and you can grab sneaky previews of locked rooms just by altering the perspective. The moment when you truly realise that something is definitely at fault is when you finish off an enemy next to a wall. Instead of sliding down it or bouncing off, parts of your foe become merged with the brickwork. It's like that scene in the Philadelphia Experiment when the ship returns with the crew melded into its hull. Gruesome stuff.

Add some poor reflection effects, a limited set of character models and absence of destructible scenery and there's not a great deal here to

INSIGHT

David Dunn, the architect responsible for *Oni's* structures has been quoted as saying: "Players want to see open spaces and intricate circulation patterns. If you have a design background, you're trained to think in those terms." – Architecture Magazine.

GET LOADED, HAVE A GOOD TIME

Crank a pack of ammo into a Scram Cannon and watch the multiple warheads scream off into the distance like so many fireworks and you just know you're gonna get off on killing something with it. And with the highly detailed recoil physics that shunts you aim out slightly after every shot, you can't help but be impressed. The only down side to the proceedings is the fact that you can handle just one weapon at a time, taking you out of the action whenever you reload.

Enemy AI also adds to the excellent combat. Throw a member of the evil Musashi Corporation off a high platform and they'll take damage, get up, find the nearest set of stairs and come looking for you. Alternatively, support a member of your own team – the Tech Crimes Task Force – and they'll follow you like a devoted dog, fighting to death. Fantastic.

The balance between poor visuals and masterful combat is still in a state of equilibrium, but there's just enough extra goodness hidden away inside to push this over and above its closest PS2 rival, *X Squad*.

The plot progression could easily rival that of any Anime blockbuster, and alongside this there's a superb use of music throughout to add to the ambience and heighten the tension, as well as some nail-biting timed missions that suddenly turn the gameplay from a stealthy stroll into headlong dash for the next objective.

So there's plenty of fun to be had with *Oni* if, and it's a big if, you can forgive the game the obvious flaws in it graphics. **PSM2**

Oni's kicking it in shops right now.

NIKITA'S CHOICE

1 **PROJECT EDEN**
We've seen it in action and the game promises to be an essential purchase for fans of third-person sci-fi adventure.

2 **ONI**
Low on visuals, but still an enjoyable romp through a land of hi-tech weirdness.

3 **X SQUAD**
An under-use of team tactics and linear level structure leaves this at the bottom of the pile.

PSM2 VERDICT

GAMEPLAY
+ The combat is an unrivalled combination of guns and fists.
- You'll spend most of your time finding consoles to open doors

GRAPHICS
+ Konoko, and the other characters in the game, look ace.
- Grey environments filled with things you can't play with.

SOUND
+ The soundtrack is spot-on in a futuristic urban kind of way...
- ...which can grate if you take a long time achieving goals.

LIFESPAN
+ Three difficulty settings and 17 sprawling levels.
- Lacks puzzles, as such, to prevent rapid completion of levels.

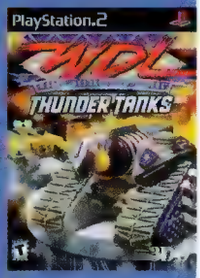
OVERALL
Brilliant hi-tech combat which remains ultimately stranded by lifeless, characterless, environments.

62

NICE, BUT DIM

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** 3DO
- **PUBLISHER** 3DO
- **GAME TYPE** Driving shoot-em-up
- **PRICE** £39.99
- **ESSENTIALS** MultiTap 2, Memory Card, DualShock 2



DETAILS

- 11 different tanks, plus 11 "monstrous" competitors to choose from.
- 20 different arenas, unlocked as you progress through the one-player game.
- One boss character called er... Gorda *The Fat*. Jeez.

BILLY TWO TANKS: The two-player Versus mode keeps the graphics crisp, but things get a bit pixillated with a four-way split.

MAN FROM ATLANTIS: Yep, that's where the Tournament mode kicks off. No water, no dolphins. Just masses of firepower.

OUT UK now

WDL THUNDER TANKS

Lesson one: drive big tanks and kill things... with huge guns. Lesson two: see lesson one.

REVIEWER: Tim Weaver

Anyone familiar with obscure N64 releases might recall a game by the name of *BattleTanx*. Visually, it looked like a GCSE project, but to play it was surprisingly fun, moving and looking like a bizarre marriage of *Doom* and *Monster Truck Madness*.

Well, funnily enough, that is this, albeit a buffed up and slightly restructured version. The N64 game featured a quite ludicrous story and, thankfully, it's been given the boot in the newly renamed *World Destruction League Thunder Tanks*. In fact, there's no Story mode to speak of anymore. Instead, the game concentrates entirely on straightforward Deathmatches, Capture the Flag and Teamplay modes.

The result is an essentially very basic game, but one that – as much as it'll sting you to admit it (and, believe us, when we saw that in America it had been referred to as, "ass-kicking thunder fun", we wanted to smash the disc apart with a hammer) – you'll eventually grow, if not exactly to love (you can't, after all, love a game where the commentator says, "woah!"), then definitely admire. Indeed, *Thunder Tanks* could be one of the PS2's best multi-player games yet.

Shocked? You will be. Because while driving around at (let's be honest) slow-to-moderate speeds in shabbily designed tanks might seem a pathetic waste of your time, destroying everything in sight and, more importantly, destroying three other friends in the game's thrilling multi-player mode is anything but. Forget the fact that you'll have seen off the one-player game in about half an hour (in all honesty, 3DO look like they couldn't be arsed with this bit), because the meat of *Thunder Tanks* arrives when you've got two pads or a MultiTap 2 snaking out of your superconsole.

TECHNICALLY DEFICIENT

And it works – astonishingly, it *really does work*. The weapons are kept to a minimum to aid recollection, but every single one provides an inferno of a death. (Our favourite? Homing missiles, which you can fire off and then direct via a 'rocket cam', arrowing in on an unsuspecting mate – this is especially good when they attempt to flee). The arenas are tight and navigable and the tank styles are different enough to make it easy to see who's being picked off. Even potential problems with the limited movement of the tanks in quick-fire games like Capture the Flag are laid to rest by widening the streets and alleyways, allowing for simple turning and manoeuvring.

So *Thunder Tanks* isn't revolutionary in terms of design – in actual fact, it's really just the N64 game with some extra graphical sheen (and that, in itself, hardly pushed the envelope) – has all the technical nous of a SNES game and is, well, *really* American. But, amazingly, it actually works. Don't believe us? Grab a few mates and try for yourself. **PSM2**

If you've already been smart enough to invest in a MultiTap 2 for the glorious TimeSplitters, you might want to pick up WDL Thunder Tanks now.

GUN FISSION: Each of the tanks has its own special weapons that you have to learn to love in order to succeed.

INSIGHT

- *Thunder Tanks* is the first PS2 game from 3DO. Other key franchises, including miniature killing spree *Army Men*, are pencilled in for release later in the year.
- The *WDL* connection also extends to *WDL*, er, *Warjetz*, an airborne take on *Thunder Tanks*. That'll 'hit the skies' around about springtime.

OFF-ROADERS' CHOICE

1. **SMUGGLER'S RUN** More ambitious than *Thunder Tanks* in terms of level design, but there's nowhere near as much killing and the multi-player isn't as good.
2. **WDL THUNDER TANKS** Technically, second-rate. To play, surprisingly enjoyable.
3. **WILD WILD RACING** Impressive physics and a couple of stand-out tracks, let down some viciously unforgiving controls.

PSM2 VERDICT

GAMEPLAY
+ Simple to control, entertaining in multi-player, top weaponry
- Very, very basic with a virtually non-existent one-player mode.

GRAPHICS
+ Nice explosions, some nice textures.
- Basic in almost all respects, with mostly bland-looking arenas

SOUND
+ Some amusing speech.
- .. but mostly unintentionally so.

LIFESPAN
+ Potentially infinite if you (and mates) click with the multi-player.
- The one-player might as well not have bothered turning up.

OVERALL
You'll hate the look, but find it hard to resist. It's basic and linear and so *very* American, but get into it and it's surprisingly fun. Quite a turn up.

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TANKED UP

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LEAPER COLONY
You can almost see your own face in EA's mirror-like flooring.

OUT UK NOW

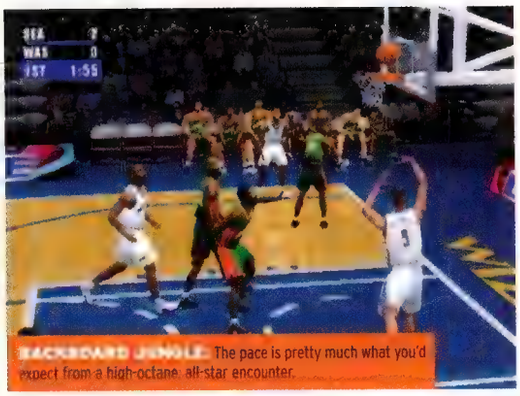
NBA LIVE 2001

EA continue to refuse to make a dog-ugly game that doesn't faithfully recreate a sport. **REVIEWER:** Joel Snape

COURT BY THE BUZZ: The On-on-One mode provides a good burst of frantic two-player rivalry.

So, three basketball games in one month, in a country that relegates the TV version of the sport to the post-porn hours... hmmm. *NBA Live 2001* has all the characteristics you'd expect of an EA title – the most realistic faces, the most contrived player celebrations and the shiniest flooring. Sadly, the first two just don't seem as worthwhile as they do in *FIFA* – only insomniacs and fanatics will recognise anyone other than Michael Jordan and Kobe Bryant, while the back-slapping accompanying every basket quickly gets tedious.

Of the three games, it's easily the most rule-obsessed – constantly being pulled up for minor infractions like 'goal tending' might be realistic, but it seriously disrupts the flow of the game. Unless you're familiar with the three types of foul in basketball – personal, technical and unsportsmanlike – you're also likely to be baffled by the almost arbitrary penalty shots it awards. These are taken using timed button presses as two little orange blobs move across a target – but it's almost impossible to miss.



BACKBOARD JUNGLE: The pace is pretty much what you'd expect from a high-octane, all-star encounter.

CONTROL FREAK

Normal play, thankfully, is more challenging. The passing system's pleasingly intuitive, but pressing R2 brings up symbols above each potential receiver's head for an even greater degree of control. Dodges and slamdunks are relatively simple, while steals and three-pointers are more challenging, but extremely satisfying to pull off. Oddly for a non-contact sport, it's occasionally possible to shove an opponent to the floor and nick the ball, while at other times a gentle nudge will be met with a penalty.

If the team action gets a bit hectic, you can go one-on-one, in the style favoured by White Men Can't Jump and countless episodes of The Wonder Years. It's surprisingly entertaining as a two-player game, but sorely misses the taunting and dissing everyone associates with that sort of thing.

Overall, *NBA Live* is the most accurate reflection of basketball you'll find on PS2 – sporadic bursts of action spread out between tedious, rule-obsessed stoppages.

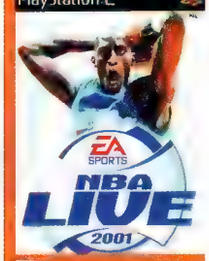
But sadly, the non-contact, hot-dogging nature of the game means it'll never capture the intricate passing and questionable tackles of our own national sport. For the basketball purist, it's the only possible choice, but everyone else is better off buying a copy of *ISS*. PSM2

EA's NBA Live 2001 is bouncing around shops now. But it's not alone – check out two other titles

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** EA Canada
- **PUBLISHER** EA
- **GAME TYPE** Basketball Sim
- **PRICE** £39.99
- **EXTRAS** Memory Card, DualShock 2

PlayStation 2



DETAILS

- Tournament, Season and One-on-One modes.
- Eight players can get involved – if you've got two MultiTap 2s hanging about the place.

INSIGHT

All three games featured over these two pages feature the official NBA licence as of November last year.

MAGIC'S CHOICE

1. **NBA LIVE 2001** Detailed, realistic, comprehensive and reasonably playable.
2. **NBA HOOPZ** Adrenaline-packed, OTT fun – but even less depth than the other two. Ropey visuals, too.
3. **NBA 2NIGHT** Initially seems sharper than *NBA Live* – but you can't ignore the atrocious clipping and simplistic scoring.

PSM2 VERDICT

GAMEPLAY
+ Rewardingly tricky moves. Good passing system
- Lacks the subtlety of any good football game.

GRAPHICS
+ Amazing detail, nice animation and shiny, shiny flooring.
- Couldn't they have included a ref?

SOUND
+ Nice tunes from *SSX* beatbox Rahzel.
- Frequently repeated commentary

LIFESPAN
+ Enjoyable in two-player mode, especially in the One-on-One mode.
- It's all too easy to exploit the CPU's weaknesses.

OVERALL
A valiant – and mostly successful – attempt to translate a sport that just doesn't lend itself to the simulation approach.

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SLAMMING

OUT UK NOW

NBA HOOPZ

Simulations? Pah, we want comedy leaps, flaming balls and shouting.

REVIEWER: Joel Snape

Back when the Mega Drive was *the* machine to own, Midway had a monopoly on furious basketball action with the *NBA Jam* series. As the competition hots up, they've expanded the two-on-two action to include three players on each side. Rather than making the game over-simplistic, this gives you a greater feeling of control than *NBA Live* can offer – you're never reduced to relying on your team-mates. Happily, the action never slows – Midway have neatly sidestepped the penalty issue by awarding points for rule infractions.

Where *NBA Live* recreates the lean physiques of the real players, *Hoopz* favours pogoing beefcakes. It's like trying to play basketball with the cast of Crouching Tiger, Hidden Dragon – when the action strays into either endzone, everyone takes to the air in a battle for the basket.

True, the ease with which you'll pull off high-flying moves cheapens their impact slightly, but there's nothing quite like snatching a lobbed ball to score with an acrobatic dunk. There's also a fair smattering of sub-games to play – including a four-way every-man-for-himself match – but they're little more than a novelty.

Despite being the most instantly playable and entertaining basketball game on PS2, it's difficult to see who'll buy *NBA Hoopz*. Basketball fans are likely to want something with more depth, while those looking for pure arcade action have plenty to choose from elsewhere. **PSM2**

You can leap from one end of the court to the other in NBA Hoopz now.

OTHER POINTS: Don't expect realistic plays and action from Midway's cartoon arcader.

OVERALL
As fun as the *NBA Jam* series ever was – but is it worth shelling out for a glorified old-skool arcade game in this day and age?

70

BOUNCY

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Midway
- **PUBLISHER** Midway
- **GAME TYPE** Basketball Arcade
- **PRICE** £TBC
- **EXTRAS** Memory Card, DualShock 2

DETAILS

- Six sub-games, including 21, Around The World and Three.
- Up to six players can get involved in *Hoopz*, using two MultiTap 2s.

OUT UK NOW

ESPN NBA 2NIGHT

Konami turn up to the basketball jam, only to find they're much too short...

REVIEWER: Joel Snape

With *NBA Live* almost qualifying as a basketball sim and *Hoopz* putting the emphasis on arcade fun, *NBA 2Night* sits in the middle ground between the two – and doesn't look particularly comfortable there.

It's simple to pull off backboard-rattling dunks, and unsettlingly easy to make three-point shots. Once you're in the two-point area, you'll be hard pushed *not* to score, which means that games are won or lost on the occasional interception in the middle of the court. The penalty system relies on swirling the Analogue stick around to match a moving dot and, like EA's, feels completely unrelated to what's happening on the court.

Whether you prefer this fast-paced action to EA's more tricky game is a matter of personal taste – but then Konami ruin it for themselves with some unforgivable mistakes. The clipping's atrocious and the twitchy controls and animations never let you forget that you're playing a game, which is a shame.

Together, *NBA Live* and *2Night* contain enough nifty touches to make an excellent game, but neither's truly great on its own. For basketball fans, it comes down to which is the least flawed – and *2Night'll* be booed off the court. **PSM2**

If you must, NBA 2Night's available now.

STUPENDOUSLY MESSED: Well-paced action's offset by the kind of shocking glitches that you don't associate with Konami.

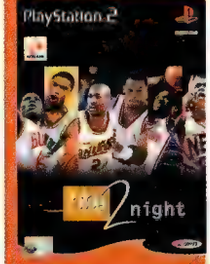
OVERALL
Lots of groovy touches and a solid, playable game are let down by some unforgivable glitches. Disappointing.

57

DUNKED

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Konami
- **PUBLISHER** Konami
- **GAME TYPE** Basketball Sim
- **PRICE** £TBC
- **EXTRAS** Memory Card, DualShock 2



DETAILS

- Season, Playoff and Exhibition modes.
- Create-a-player option.

HE'S ON FIRE...

It may've sneaked ahead in the scoring, but that doesn't mean *NBA Live*'s the game for you. See for yourself, with our handy comparison of everything that makes basketball games so special.

DETAIL

- *NBA Live* does well on faces, but doesn't even bother with a referee – which makes for odd-looking tip-offs. An easy victory for *2Night*.

WINNER: NBA 2NIGHT

CONTROL

- Fast and frantic in *Hoopz*, over-simplistic in *2Night*, but most responsive in *NBA Live*. The similarity in all three games makes it a close call.

WINNER: NBA LIVE

PENALTIES

- *Live*'s are too easy and happen too often. *Hoopz* doesn't bother – *NBA 2Night* wins almost by default. Still very hard to get used to, though.

WINNER: NBA 2NIGHT

REPLAYS

- *Hoopz* just draws attention to its shoddy graphics, but *Live*'s are packed with angles and options, and let you revel in those detailed faces.

WINNER: NBA LIVE

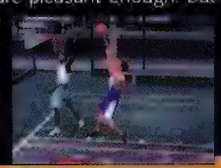
COMMENTARY

- *NBA Live* – 'Here comes the rainmaker!' *2Night* – 'Here comes the bomb!' *Hoopz* – 'HE'S ON FIRE!' *Hoopz* wins, if only for enthusiasm.

WINNER: NBA HOOPZ

VARIETY

- *Hoopz*' sub-games are pleasant enough, but no match for the tense action of *Live*'s urban, but fun, outdoor one-on-one two-player game.



WINNER: NBA LIVE

FUN

- If you've got mates who don't like basketball, they'll still go for the ludicrous, day-glo manic action of *NBA Hoopz* – always a good acid test.

WINNER: NBA HOOPZ

BULLY BEEF
You might feel humbled by his size, but don't underestimate your own power.

OUT UK JULY

ONIMUSHA: WARLORDS

Feudal Japan, eh? One minute, you're fighting thousands of crazed Japanese warriors, the next minute you're dead – until you're brought you back as a ghostly avenging warlord, that is...

REVIEWER: Daniel Dawkins

INFO
- **CODE TESTED**
- **DEVELOPER**
- **PUBLISHER**
- **GAME TYPE**
- **PRICE**
- **ESSENTIALS**

DETAILS
- Three elemental swords to collect – fire, thunder and wind, with three levels of power to obtain.
- Soul sucking gauntlet system – killing enemies increases your power.
- A fabled hidden sword that unites the power of the elemental weapons.

STARS AND THEIR EYES: Our hero was accurately modelled on Japanese heartthrob actor Takeshi 'Eyebrows' Kaneshiro.

Much like gourmet food, the best adventure games rely on quality ingredients – and nobody knows this better than Capcom. They've taken the creeping horror of *Resident Evil*, added the sword-slashing hysteria of *Dynasty Warriors* and topped the lot with a smattering of choice puzzles to create *Onimusha: Warlords* – the most involving adventure on PS2 to date. But with an unpalatable lump of Japanese text to contend with, is it going to be a worthy dish for horror-starved import gamers?

Well, if nothing else, Capcom's game speaks the international language of violence. The intuitive combat serves up relentless limb-hacking thrills within seconds of picking up the DualShock 2. After each epic session of *Onimusha*, your enduring memory is of sword-twirling heroics to rival the weapon scenes in Crouching Tiger, Hidden Dragon – but with hordes of hapless zombie goons. You'll marvel as your limited, used in tandem they'll make you feel like the *man*. The one with big swords, that is.

Otherwise, this is familiar, if spectacularly polished, territory for *Resident Evil* die-hards. The gorgeous pre-rendered backdrops offer limited scenic interaction, so key items shimmer with glaring incongruity as usual. Most frustratingly, the

INSIGHT

The epic FMV scenes owe much to the work of Japanese director Akira Kurosawa. Due to the grandiose scale, it's one of the most expensive Capcom games ever, and started life as a N64 project.

OCTO-PUSS: The tentacle beasts explode in a shower of lime mucus before splitting into two. The gits.

YOU ARE THE WETTEST LINK

Puzzles range from key collecting simplicity to shape-manipulating madness. To unlock a weapons chest you only need to remember a simple six step sequence. However, puzzles like the infernal water trap require a basic grasp of Japanese.

NOBBY TILES: Mess up the tile puzzle and your Stikeyard Hound... and dead again.

COUNT FACTULAR: These are the Japanese symbols for the numbers one to eight.

"THE INTUITIVE COMBAT SERVES UP RELENTLESS LIMB-HACKING THRILLS WITHIN SECONDS OF PICKING UP THE DUALSHOCK 2"

katana blade causes hats to tumble and blood to spurt convincingly. The fluid animations only heighten the breathless exhilaration.

ATTACK TICS

The fight system is instinctive, but deceptively astute. By holding L1, you enter a battle stance and can side-step attacks while facing the enemy. Rapid sword swipes will chain effortlessly into combos, and devastating special attacks only require a button tap. Nevertheless, there's a subtlety to the mania. It's prurient to block frequently, waiting for your portal of opportunity – taken in isolation, the attacking options seem game will tease you with pieces of breakable scenery, but the destructible furniture isn't applied evenly throughout. Once you adjust to this mild disappointment, all that's left is to revel in the eye-caressing light effects and spot filters – and that's some pay off. *Resi* never looked this good, even on Dreamcast.

The menus will be familiar to *Resident Evil* fans – though the plot's difficult to discern. Without a good translation, the puzzle sections will drive you wild.

It wouldn't be giving too much away to explain that *Onimusha* means 'ghost' or 'demon ▶

WATER TORTURE: The crescent parts can only move via the brown tiles, which only move via the black. Eek.

UNDER A BLOOD RED THIGH: You get the opportunity to control Kaede, whose looks betray her deadly athleticism.

LIMP-WRIST-KIT: The soul absorbing gauntlet will recover your energy bar and build the special attack meter.

ABRA-CANDLE-ABRA: [illegible] attack lights the candles to reveal a secret door.

LEVER ALONE: You take it in turns to move switches to clear a path for our hero.

ELEMENTARY SCHOOL: Deeper into the game, you get the opportunity to combine your weapon attacks with a lethal element. Handy for cleaving bosses.

IMPACT POINT

You're creeping around a battle torn Dojo, preparing to enter the upper antechambers. As you tread gingerly into the room, zombie samurais start pouring out of the floorboards behind you. To compound the misery, another legion of the undead appears from the front – led by a towering, scythe-wielding boss. If you're going to escape, limbs had better start flying... *fast*.

"YOU'RE REWARDED WITH WILD SCENERY, PULSATING WEAPONRY AND A DEVIL'S KITCHEN OF TOWERING BOSSES"

INSIGHT

Onimusha's vision of feudal Japan is based on realistic historical events, recounting warlord Nobunaga's near success at unifying the country during 1560. The zombie bit is made up mind.

▶warrior'. As luck would have it, our hero Akechi Samanosuke dies within five minutes of the game starting, and gets mysteriously resurrected by a shadowy benefactor in order to save a young princess and prevent a legion of undead samurai from taking control of 16th century Japan. The portrayal is suitably epic, but allows Capcom to introduce a little strategy into proceedings via the soul-sucking gauntlet worn by our hero. And boy, was it worth it.

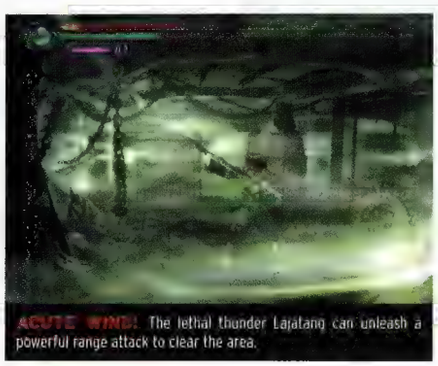
I KNOW YOU GOT SOUL

Everytime you ice a zombie, he releases soul energy. By holding ⊗ you can steal this energy with your gauntlet – like a wristwatch version of the Ghostbusters' floor traps. This power can be used to boost your energy and fuel the special attacks of your weapons. It's crucial to stop mid-battle and suck up the souls of the departed, leaving you temporarily vulnerable – but that's the strategic trade off. As you progress through the game and collect new elemental swords, the soul energy is used to open previously unreachable areas that were sealed by elemental locks.

In fact, the game develops beautifully until you encounter a *vicious* series of puzzles about midway through the adventure. For the first time, the Japanese text becomes a *big* issue. You'll want to scrape your eyes out with frustration when our hero gets trapped in a room of rising water, leaving female warrior Kaede to save him. You have to manipulate a series of sliding blocks across a complex puzzle board against a rapidly ticking clock. Since you can't read the Japanese text, you won't realise that the blocks have to be dragged, not clicked on and repositioned, and that you can only manipulate the open spaces, not the blocks themselves. Sound confusing? It took an hour to decipher *with* a translation guide. Aargh.

Break this stumbling block, and you're rewarded with wild scenery, pulsating weaponry and a devil's kitchen of towering bosses – you'll feel sorry, and possibly a bit angry, for your time wasted solving puzzles. When you reach the epic conclusion, a host of longevity boosting secrets lie in wait. Along with *Z.O.E.* and *SSX*, *Onimusha* is one of the best original titles on Sony's new machine – and a startling portent for Capcom's survival horror games to follow. Once Western gamers can fully appreciate the plot, it's sure to be rated even higher. Praise indeed.

Onimusha will be carving its way into the US on March 16th and the UK during July.



ACUTE WIND: The lethal thunder Lajatang can unleash a powerful range attack to clear the area.

KUROSAWA'S CHOICE

1. **ONIMUSHA** PS2's best adventure game doubles as a quality beat-em-up in its own right.
2. **RESIDENT EVIL 2** The finest of Capcom's PSone series - more challenge, more terror, more impact.
3. **DYNASTY WARRIORS 2** Feudal period insanity with poor fogging and no adventuring to speak of.

VERDICT

GAMEPLAY
+ Wonderful sword battling and involving puzzles.
- The Japanese text makes things a horribly tricky

GRAPHICS
+ Awesome character detail and spot effects.
- Static backgrounds with limited interaction.

SOUND
+ Haunting strains, in true *Resident Evil* fashion
- Slightly uninspired special weapon effects.

LIFESPAN
+ Challenging with intriguing replay secrets
- Not *too* long, and the puzzles may deter some people

OVERALL
When the English language version appears, the seamless fusion of story and electric swordplay could well make this an essential play...

80

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Quote: PSM2MAR

FAST FACTS ABOUT DVD VIDEO

1 DVD stands for Digital Versatile Disc.
2 A DVD disc offers double the picture resolution of VHS – 500 line as opposed to 250 lines.
3 DVD delivers widescreen, so no more nasty panned and scanned film transfers.
4 DVD reproduces DTS and Dolby Digital surround sound at cinema sound quality.
5 DVD discs can't suffer a loss of quality from numerous viewings.
6 DVD players will also play CDs and Video-CDs.
7 DVD players in the UK play Region Two discs. US Imports are Region One. Annoyingly.

BRAD HERR DAY: Unrelentingly dark and brooding, with one of the vilest psychopaths in cinema history.

OUT UK now

SE7EN

David Fincher's seminal serial killer flick finally gets the treatment it deserves.

REVIEWER: Dan Jolin

STARRING	Brad Pitt, Morgan Freeman, John C Mcginley, Gwyneth Paltrow
DIRECTOR	David Fincher
CERTIFICATE	18
PRICE	£19.99

David Fincher's follow-up to his much maligned debut, Alien 3, is possibly one of the most talked-about films of the '90s, and quite rightly so. For, what at first sounded like a B-movie with a preposterous plot – a killer murders people committing the seven deadly sins – actually turned out to be an intelligently crafted and visually effective blast of cinema with, let's not forget, a couple of huge surprises up its sleeve. Of course, it's difficult to discuss Se7en without spoiling those climatic surprises, so if you haven't been lucky enough to catch it yet, and you've somehow managed to avoid finding out the wicked twist at the end of the film, do yourself a favour and don't read on... saving us a deluge of bitter hate mail.

One of the most important reasons for Se7en's success was its impeccable sense of casting. Morgan Freeman was perfect for the role of Detective William Somerset, a world-weary, timeworn rozzer who thought he'd just about seen it all until the events of this nasty little tale. Brad Pitt, meanwhile, was familiar with the genre, having already played a serial killer himself in the so-so Kalifornia, and slotted comfortably into the role of Se7en's hot-headed young cop. And then there was the not-so-small matter of who would climb into the biblically distorted brain of bizarro murderer John Doe...

LOST IN SPACEY

There's no denying that giving the part to Kevin Spacey was a masterstroke, not least because Spacey specifically requested to have his name kept off the credits and his face kept out of the advertising. Spacey realised that by the time Se7en was released, he'd already be recognised from The Usual Suspects, another film notable for its twists. So, if people saw he was in it, then everyone would instantly guess he was the killer – especially as he doesn't turn up until two-thirds of the way through.

But this isn't just Spacey playing rent-a-crim, this is Spacey creating one of cinema's freakiest little headcases, a seemingly ineffectual, whiney-voiced wimp who runs rings around his hunters right up to the final reel where he surprises Brad Pitt with a bloodied Fed Ex package.

PERFECT DARK

Of course, the atmosphere's as important as the acting, and Fincher was to prove himself a master of grim stylistics, displaying the same directorial verve that has since made Fight Club such a critical success. The freakish opening credit sequence, featuring music from Nine Inch Nails, instantly catches you off-guard. Then you're led down the streets of a dark, rainy, nameless city, where every surface looks dirty, and every person is in some way corrupt. Camera angles are slightly askew, the lighting is almost always low, and every murder scene offers a whole new kind of horror.

It's for these reasons, then, that Se7en can endure so many repeated viewings, and that it remains effective even after you know about the twist and that brutal gut-punch of an ending. There's been a sad scattering of inferior serial killer flicks desperate to imitate it (The Bone Collector, anyone?), but someone has yet to even come close to matching Fincher's brooding brain-screwer. PSM2

INSIGHT

- During the filming of a chase scene, Brad Pitt slashed his hand so badly on a broken car windscreen his injury had to be worked into the script.
- Studio execs weren't happy with the film's ending, but Pitt said he'd quit if the climax was changed.
- The number seven appears throughout the film – for example, all the building numbers in the opening scene start with seven and the delivery of a certain box takes place at 7pm...

SERIAL KILLER'S CHOICE

1 **SE7EN:** They don't come any darker, creepier or more twisted than this.
2 **SILENCE OF THE LAMBS:** Cannibalism, disembowelling, skinning... Lambs has it all. Just a shame we ain't seen it on DVD in the UK yet.

PSM2 VERDICT

EXTRAS

Four commentaries, including one with David Fincher, Brad Pitt and Morgan Freeman ⧉ Deleted scenes and extended takes ⧉ Alternate endings with animated storyboard explanation ⧉ Exploration of opening title sequence with commentaries and multiple-angle options ⧉ Animated galeries featuring production designs, crime scene photos and John Doe's notebook ⧉ Original trailer and electronic press kit

OVERALL

Dark, doomy and drenched with an atmosphere of dread, Se7en is easily the most creepily stylish serial killer flick yet made.

93

CLASSICALLY GRIM

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OUT UK NOW

BRAVEHEART

Oscar™-waving, claymore-wielding, blockbusting excitement, courtesy of that most famous of Scots... Mel McGibson.

REVIEWER: Dan Jolin

GET SHARP: Dodgy history, but some stunning battle scenes.

STARRING ..... Mel Gibson, Patrick McGoohan, Sophie Marceau, Brenden Gleeson, Catherine McCormack
DIRECTOR ..... Mel Gibson
CERTIFICATE 15
PRICE £22.99

You'd be hard-pressed to find anyone that's surprised at Mel Gibson becoming a major star. But if you'd have said, say, a decade ago, that he was capable of winning both Best Picture and Best Director at the Oscars for helming a hugely successful historical epic, you'd probably have been greeted with splutters of disbelief.

Gibson had already dabbled in directing with worthy coming-of-age drama The Man Without A Face, but Braveheart was something totally different. Involving troublesome location shoots in one of the rainiest parts of the world and complex battle scenes with hundreds of mud-smeared extras, Gibson truly threw himself in at the deep end.

REWRITING HISTORY

Braveheart is the tale of Scottish commoner William Wallace (Gibson) who, during the 13th century, led a rebellion against the English King Edward Longshanks (played with entertaining menace by Patrick McGoohan). Until Gibson picked up writer Randall Wallace's (no relation) script, this was a historical episode not that well known outside of the British isles – but now it's easily one of Hollywood's best-known history, ahem... 'lessons'.

Of course, for the sake of good storytelling, there's a hell of a lot of fact-changing going on here – the relationship between Wallace and the future Queen Of England (Sophie Marceau) never really happened. But so what? Cinema doesn't always have to be educational. A movie like this has to be stirring, violent, romantic and gripping – and Braveheart excels at each of these.

GUTS 'N' GORY

The battle scenes are the film's greatest strength, easily matching anything in Gladiator, or, indeed, any historical epic which preceded it. Each grand-scale melee is a triumph of camerawork and editing, treating the audience to flinch-inducing flashes of limb-hacking, face-gouging and body-slicing.

Obviously, though, you have to care about the people involved, and Gibson's Wallace is certainly a great movie hero, combining natural-born charisma with wit, intelligence and a capacity for extreme brutality.

It really is hard to fault Braveheart for any reason other than its Hollywoodisation of history, and even that's not really a fault – we don't want a dry, drab retelling of the facts, we want action, gore, passion and thrills. And the former Mad Max was exactly the right person to deliver 'em. **PSM2**

INSIGHT

- The special effects during the battle scenes are so convincing that Mel Gibson was investigated by the RSPCA for cruelty to horses.
- Many battle scenes had to be re-shot because extras were caught wearing wristwatches and sunglasses.

MEL O' WAR'S CHOICE

1 **BRAVEHEART** Scottish Mel batters the bastard English. Hurrah!
THE PATRIOT Yank Mel batters the bastard British. Hurrah!
GALLIPOLI Mel's Aussie army gets battered by the Turks. Boo!

PSM2 VERDICT

EXTRAS
Mel Gibson commentary "A Film-maker's Passion: The Making Of Braveheart" - 27-minute documentary Two theatrical trailers.
So, not that much really - although a hell of a lot more than Dogma has to offer...

OVERALL
There's no reason why this should be a double-disc set: this top film would've easily fitted on a single disc, which they could have charged less for.

81

ROAD WARRIOR

LA HAINE

OUT UK NOW

STARRING ..... Vincent Cassel, Hubert Kounde, Said Taghmoui
DIRECTOR ..... Mathieu Kassovitz
CERTIFICATE 15
PRICE £19.99

Loaded with stylish brutality, gritty humour and on-the-edge performances, La Haine (meaning "Hate") is easily the best movie to come out of France in the last decade.

It charts the rising tempers of the inhabitants of a Parisian slum, focussing on three young men who find a gun dropped by a cop. Director Mathieu Kassovitz's beautifully-shot, black-and-white vision of urban decay truly deserves the digital treatment, with every wildly inventive camera flourish brought out to maximum effect. It's just a shame there's so little in the way of added extras. **PSM2** **87**

DOGMA

OUT UK NOW

STARRING ..... Ben Affleck, Matt Damon, Alan Rickman, Linda Fiorentino, Kevin Smith, Jason Mewes, Chris Rock
DIRECTOR ..... Kevin Smith
CERTIFICATE 15
PRICE £19.99

It's hard to see why FilmFour have re-released this DVD with no more extras, especially when you consider that the film itself is such a mess.

The premise is enticing enough: two renegade angels (Matt Damon and Ben Affleck) want to get back into heaven, so they have to be stopped by the last living descendant of Jesus (Linda Fiorentino). But the pacing is laboured, all the jokes fall flat, and the dialogue rarely rises above tiresome expository monologues. Even the sight of Salma Hayek pole-dancing can't save it. **PSM2** **55**

ALSO RELEASED

STAR TREK: THE UNDISCOVERED COUNTRY
Released Out now **Cert** PG **Price** £19.99
This offers something more akin to a twisty conspiracy thriller than the usual pasty-headed nerd-fodder we've since come to expect. **PSM2** **70**

DOUBLE JEOPARDY
Released Out now **Cert** 18 **Price** £19.99
What could have so easily been a straight-to-cable fluff-drama actually turns out to be a mildly entertaining action thriller. **PSM2** **65**

A VIEW TO A KILL: SPECIAL EDITION
Released Out now **Cert** PG **Price** £19.99
This was Roger Moore's last stint at Bond, and thank God, because he was looking too old for this sh*t as long ago as For Your Eyes Only. **PSM2** **64**

GONE IN 60 SECONDS
Released Out now **Cert** 15 **Price** £19.99
Anyone who's expecting two hours of car-chase action, will find that only 12 minutes of this auto-heist movie devoted to high-speed thrills. **PSM2** **40**

INTRODUCING...
Dan Jolin is Reviews Editor on Total Film, the magazine for people who love reading about movies as much as going to see them. The mag's packed with the latest Hollywood news, interviews and more, and is in the shops now...
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Crouching Lions...
England pause to pose before showing Johnny Foreigner a thing or two... possibly.

OUT UK NOW

ISS PRO EVOLUTION 2

PS2 can take a back seat for a few months while we enjoy PSone's last slice of footballing genius.

REVIEWER: Andy Dyer

DEVELOPER	KCET
PUBLISHER	Konami
PLAYERS	1-8
PRICE	£29.99
ESSENTIALS	DualShock, Memory Card

Every year we get a new *FIFA* game. Some years we even get a couple (remember when EA cheekily slipped in *Road To World Cup 98*? Probably earned them double-bubble that year we reckon). And with the certainty of its annual release we also know to expect a few minor improvement and tweaks.

There was only one thing on our wish list for the follow-up to *ISS Pro Evolution*, and that was that they get permission to use the real damn player names instead of inflicting Redundo and Sheallor on us. The fact that they've done so, and thrown in a heap of improvements on top, makes us want to prostrate ourselves at Konami's feet... but we won't because we'll look unprofessional and foolish.

What hasn't improved is the commentary. Still woefully inappropriate at times, it does, however, have a certain comedy value. So commentary aside, all the other building blocks of a great footy game have been improved to varying degrees. Graphically the changes are subtle, but effective. The pitch is larger for a start, giving you more room to string your silky plays together. The animation's been improved too, especially apparent in the range of ways to commit and react to fouls.

PURELY BELTER

The gameplay's still vintage *ISS Pro* but, again, the artful tweaking will please any fan. The goalies are more intelligent this time around – though not enough to avoid occasional bowel movements when they stand motionless for a little longer than you'd like before scooping up the ball. The players also display a heightened intelligence, getting into good passing positions more often that not.

There may be one other slight downside to *ISS Pro Evo 2* – there're no legitimate tournaments or leagues to play (the World Cup would've been nice). But because it's the best footy game ever made, and quite possibly the best multi-player videogame ever made, we'll forgive it this tiny oversight. It's genius. Get it. PSM2

"THE GAMEPLAY'S STILL VINTAGE ISS PRO"

BAG IT UP: Incisive passing and perceptive movement are the way to breach any defence in *ISS*. It's as close to the real thing as you'll get.

INSIGHT

Konami have yet to name the PS2 version of *ISS Pro Evolution*. Now the player names are right, a game name with 'Football' in the title might just allow Konami's next game to take on *FIFA* once and for all.

SVEN'S CHOICE

1 **ISS PRO EVOLUTION 2**
There's no reason on God's Earth why you shouldn't get it.

2 **ISS PRO EVOLUTION**
A classic, but still has the tiny flaws that its sequel's ironed out.

3 **ISS MILLENNIUM**
More arcadey (like the Nintendo *ISS* experience). Not *ISS* as we know it, folks, so beware.

PSM2 VERDICT

GAMEPLAY
+ The same, but slightly better. Spare time evaporates.
- Can't win the World Cup, but who gives a flying one.

GRAPHICS
+ Again slightly better. New animations are nice.
- It's not on PS2 yet, so no spookily real faces.

SOUND
+ The crowd seem even more up for it than before
- Those commentators... Jaysus.

LIFESPAN
+ We're still playing the last one.
- No downside whatsoever. It'll run and run.

OVERALL
We play *ISS Pro Evolution* every single day. And now it's better. Can we possibly say that about any other game ever? We doubt it.

96

CLASS

OUT UK now

VANISHING POINT

Do we really need another *Gran Turismo*? No. So it's a good job this tries to do things at least 'a little' differently....

DEVELOPER Clockwork Games
PUBLISHER Acclaim
PLAYERS 1-2
PRICE £29.99
ESSENTIALS DualShock, Memory Card

One would hope the developers of *Vanishing Point* aren't too dismayed by the inevitable comparisons with *Gran Turismo*. After all, this game features dozens of real cars with realistic handling, loads of tracks, spectacular replays and a Stunt mode not unlike the licence system used for training in *GT*. And not unexpectedly, this game falls some way short of the excellence provided by the Japanese giant of racing realism. But a significant amount of praise should be heaped on the small crew of chaps who have made a big effort to create a game that entertains in a slightly different way.

Ironically, the least impressive aspect of the game is the graphics. The aim on the part of the developers was to make a racing game featuring scenery unspoiled by pop-up and crafty fogging. And they've achieved this. But perfectly adequate though the looks are, they're also a little craggy and the evils of pop-up still creep in to the split-screen mode.

The gameplay though is much more accomplished and the single-player tournament top fun. In order to make the game equally exciting for experts and novices alike, the competitors are given a staggered start. It means that you'll get to overtake vehicles rather than seeing the other cars race off into the distance never to be seen again. It's a nice idea, but sadly renders it less thrilling than a grid start. Never mind, because the two-player races are a hoot, and you can even set up eight-player race-offs in a sort of two-at-a-time knockout tournament.

CRAGGY ISLAND: The lack of pop-up and fogging are compromised by some unimpressive graphics.

REVIEWER: Andy Dyer

The Stunt mode is cool too – it's great as a training tool and you don't have to complete the stunts to play the main game (like you do in *GT*'s licences), so it's a pleasant stand-alone challenge in itself.

It'd be uncharitable to simply dismiss *Vanishing Point* as a poor man's *GT* – the solid handling of the vast array of cars on offer, the inescapably entertaining gameplay and the range of play options all add up to a perfectly acceptable alternative to *GT*'s dominance. **PSM2**

"THE TWO-PLAYER RACES ARE A HOOT"

INSIGHT

The name Vanishing Point may be familiar thanks to the 1971 movie of the same name in which the hero, Kowalski, has to deliver a 1970 Dodge Challenger from Colorado to San Francisco in under 15 hours for a bet. Cue

DRIVER'S CHOICE

1 **GRAN TURISMO 2**
Still the king of racers. Until *A-Spec* comes out. Which we've played. And which is ace.

2 **TOCA WORLD TOURING CARS**
Some people reckon this is even better than *GT2*. Argue among yourselves.

3 **VANISHING POINT**
Playable, with some surprisingly good two-player action. Still suffers from pop-up, though.

PSM2 VERDICT

GAMEPLAY
+ Flawed, but much effort has gone in to making this highly playable.
- The staggered rally-like racing doesn't quite cut it.

GRAPHICS
+ No pop-up or fogging in single-player, but it's none too slick.
- Craggy looks and the split-screen mode suffers.

SOUND
+ Sounds fine. The engine sounds are suitably growling.
- The soundtrack's second-rate, but thankfully not annoying

LIFESPAN
+ There's loads here to keep you going for a long time.
- Oddly, it's the one-player game that you won't stick at.

OVERALL
So it's not *Gran Turismo*, but *VP*'s small development team have created a compulsively playable racer.

72
GRITTY

HARVEST MOON (BACK TO NATURE)

OUT UK now

DEVELOPER Natsume
PUBLISHER Victor interactive
PLAYERS 1
PRICE £29.99

This is a farming game... a farming game. Sure, it's dressed up as a RPG and shares a lot of the gameplay elements of a RPG. There's a strong plotline, you meet lots of characters, forge interesting relationships and there're mini-games. But there're no battles, no malevolent unseen adversary, no monsters. The meat of the game involves you tending the land, cultivating the soil and making a success of your farm with the aim of ingratiating yourself with the local community.

Needless to say it's a phenomenon in Japan from where it originates, and more surprising is that it's actually a tremendously pleasant, chilled-out gaming experience. Give it a go. You too will look forward with relish to the twee festival of the Spring Goddess in the village square. We kid you not. **PSM2** **78**

THE EMPEROR'S NEW GROOVE

OUT UK MARCH

DEVELOPER Argonaut
PUBLISHER SCEE
PLAYERS 1
PRICE £29.99

There was a time when a Disney animated feature was a much-anticipated point in the calendar. But if the lack of hype surrounding their latest 'toon is anything to go by they could easily have named it Disney's New Movie rather than the Emperor's New Groove.

Still, we have little doubt the film will be the usual mix of tawdry songs, impressive action sequences and characters with a whole raft of cocksure and amusing one-liners at their disposal. The game, to it's credit, features all these things (apart from the songs, we note with relief) and manages to wrap them around a half decent 3D platformer. It's not as pretty as *Spyro 3* or *Crash 3: Warped*, but it's playable and lifted above average by the genuinely amusing dialogue running throughout. **PSM2** **66**

ALSO RELEASED

POINT BLANK 3
Publisher Namco **Developer** Namco
Price £29.99
Light gun games are a riot, no debate. Having to spend money on a gun seems to put a lot of people off. If any games are worth shelling out for though it's the *Point Blank* series. These games offer mountains of fun challenges (unlike *Time Crisis*-style games that are over in five minutes). Sadly, this one is no better or worse than the previous two. Try it only if you're new to these games. **PSM2** **72**

LIBERO GRANDE 2
Publisher SCEE **Developer** SCEE
Price £29.99
Bored of *ISS Pro Evolution* yet? If you are, you must be dead. And now you have *Evo 2* to lose yourself in. However, if you fancy something a bit different, *Libero Grande 2* might be the answer. Actually it won't be, because it's cack. But here's the deal anyway. It's football, but you play as one player only. So you spend the match running around trying to get the ball then hog it when you do – remember playground footy? Only it doesn't work. Shame. **PSM2** **40**

FREESTYLE SCOOTERS
Publisher Crave **Developer** Shaba Games
Price £29.99
Strictly one for the kids, this latest street-sporter (from the makers of *Grind Session*) is effectively *Tony Hawk's* on a scooter. The graphics are more cartoony, you fall off less and there's a plot to do with scooter gangs and giant robots. Not genius, but simply great fun. **PSM2** **75**

COMING SOON

SIMPSONS WRESTLING
The jaundiced Springfield funsters try to cash in on the wrestling thing.

DUKE NUKEM LAND OF THE BABES
Scrappy as hell, but early versions are oddly amusing.

C12
Sony's answer to *Metal Gear*. Probably not, but this blaster looks great.

PSM2 CHARTS

THE ESSENTIAL **PSM2** VERDICT ON EVERY NEW RELEASE

CHARTS FOR MONTH ENDING JANUARY 20

PS2 TOP 10

POSITION	Last Months Position	Months on Chart	Highest Chart Position	GAME NAME	Publisher	Developer
1	3	3	1	SSX	EA	EA Canada
2	1	3	1	Tekken Tag Tournament	SCEE	Namco
3	4	3	2	TimeSplitters	Eidos	Free Radical
4	2	3	2	FIFA 2001	EA	EA Canada
5	6	2	5	Dead Or Alive 2	SCEE	Tecmo
6	8	3	6	Smuggler's Run	Take Two	Angel Studios
7	5	3	5	Ridge Racer 5	SCEE	Namco
8	7	3	6	Silent Scope	Konami	Konami
9	-	2	7	ISS	Konami	KCEJ
10	NEW ENTRY!			Kessen	EA	Koei

SMUGGLER'S RUN

We're glad this one's finally nudged ahead of *Ridge 5*. It's not perfect, but it's good, bouncy fun, and it's got the second most expletive-provoking two-player mode on the PS2. After *'Splitters*, natch.

KESSEN

A few months in, it's nice to see people going for thoughtful gaming, even if it's accompanied by shocking violence. PS2's shaping up to be a fine machine for fans of vengeful samurai action – *Onimusha's* a triumph and *Kessen 2's* due out in Japan very soon...

SCARFACE
In a chart full of bangs and whooshes, it's good to see that Al Pacino can hold his own with nothing more than a Heckler-Koch and a room full of nosebag. Say hello to his leettle friend today... or not

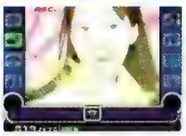
DVD TOP 10

POSITION	Last Month's Position	Months on Chart	Highest Chart Position	DVD NAME
1	NEW ENTRY!			U-571
2	NEW ENTRY!			Scarface: Widescreen
3	NEW ENTRY!			The Patriot
4	1	2	1	The Gladiator
5	NEW ENTRY!			Erin Brockovich
6	3	2	3	Mission: Impossible 2
7	NEW ENTRY!			The Mummy
8	4	2	4	American Beauty
9	NEW ENTRY!			Being John Malkovich
10	NEW ENTRY!			American Pie

WHO WANTS TO BE A MILLIONAIRE?
No doubt helped by Chris Tarrant's smug voice. *Millionaire*'s now sold nearly half a million copies on PSone, despite being a glorified, very slow pub quiz machine.

PSONE TOP 10

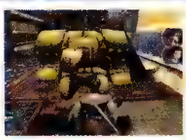
POSITION	Last Month's Position	Months on Chart	Highest Chart Position	GAME NAME
1	2	2	1	WWF Smackdown! 2
2	1	4	1	Who Wants To Be A Millionaire?
3	3	3	1	Driver 2
4	-	2	3	FIFA 2001
5	6	2	5	Medal Of Honor: Underground
6	NEW ENTRY!			The World Is Not Enough
7	-	3	2	Tony Hawk's Pro Skater 2
8	8	3	4	Tomb Raider: Chronicles
9	NEW ENTRY!			Spyro: Year of the Dragon
10	NEW ENTRY!			Crash Bash



SPACE VENUS
Until *Onimusha* came along, this looked as if it was heading for the number one spot Sickening gore and pop bimbettes – what else could you possibly ask of your console?

JAPANESE TOP 10

POSITION	Last Month's Position	Months on Chart	Highest Chart Position	GAME NAME
1	NEW ENTRY!			Onimusha
2	3	2	2	First Step: Victorious Boxers
3	NEW ENTRY!			Space Venus
4	2	2	2	Mobile Suit Gundam
5	1	2	1	The Bouncer
6	NEW ENTRY!			Dark Cloud
7	4	2	4	Blood: The Last Vampire
8	6	6	6	Shin Sangoku Musou
9	9	9	2	Jikkyou World Soccer 4
10	10	3	4	Extreme Racing SSX



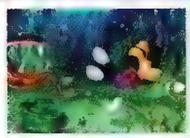
SUMMONER
So it's a big hello to the first game to break the stranglehold of very violent games, sports games, and very violent sports games on the US chart. *Summoner*, we salute you

US TOP 10

POSITION	Last Month's Position	Months on Chart	Highest Chart Position	GAME NAME
1	1	4	1	Madden NFL 2001
2	2	4	2	SSX
3	3	4	2	Tekken Tag Tournament
4	4	4	4	NHL 2001
5	6	2	5	Midnight Club Street Racing
6	NEW ENTRY!			Smuggler's Run
7	7	2	7	FIFA 2001
8	2	8		TimeSplitters
9	8	2	8	NFL Gameday 2001
10	NEW ENTRY!			Summoner

READER TOP 10

POSITION	Last Month's Position	Months on Chart	Highest Chart Position	GAME NAME
1	1	3	1	SSX
2	2	3	2	TimeSplitters
3	4	3	3	ISS
4	5	2	4	Dead Or Alive 2
5	NEW ENTRY!			F1 Championship Season 20
6	8	2	6	Midnight Club
7	10	2	9	Silent Scope
8	NEW ENTRY!			Theme Park World
9	NEW ENTRY!			Rayman Revolution
10	NEW ENTRY!			X-Squad



RAYMAN REVOLUTION
It's been a strange month here at PSM2, and we've spent a lot of it fielding odd phone calls. 'Why did you mark *Rayman* so low?' Because it's not very good. 'Which F1 game should I buy?' The one we marked highest. 'I bought *X-Squad*, and ..' Oh, for the love of God...

OH, YOU GUYS...

Every month, we sift through the heaving pile of your letters to find out what you, the readers, are getting all excited about. Some of you send your own personal top tens, others just fire off notes full of frothing excitement and seething bile. We take them all into account.

Send your Top 10s to:
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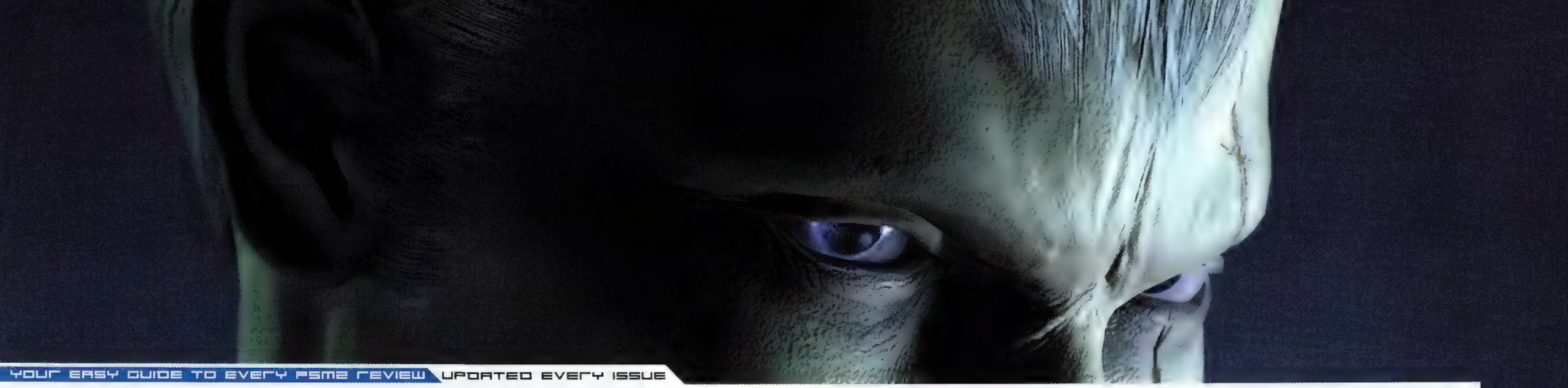

YOUR EASY GUIDE TO EVERY PSM2 REVIEW UPDATED EVERY ISSUE

ABSOLUTE PS2

GAME NAME	Publisher	Version	Game Type	Issue	Verdict	
All Star Pro-Wrestling	Square	NTSC	Wrestling	#01	19	Sluggish, unpredictable controls make this spectacle of waddling fatties even worse
AquaAqua	SCI	PAL	Puzzle	#04	71	A solid, if slightly small, puzzler with a host of features that will no doubt be whizzing around in numerous PS2s.
Armored Core 2	From Software	PAL	Mech Combat	#06	54	Construction paradise as long as you've got the patience to stick with the awkward controls, tiny arenas and spiteful level of difficulty
Cool Boarders: Code Alien	SCEE	NTSC	Snowboarding	#06	62	Lacking the style and excitement of SSX and the challenge of ESPN X-Games, Code Alien's above average but confused, samey and desperately short of quality.
Dance Summit 2001	Enix	NTSC	Bemani	#06	60	Lots of funny, engaging and genuinely impressive moments, but nothing to keep you coming back
Dead Or Alive 2	SCEE	PAL	Beat-em-up	#05	88	Instantly beguiling with free-flowing action. But, also solo players will find the bevvy of beauties no substitute for solid two-player scraps.
Disney's Dinosaur	Ubi Soft	PAL	Action Puzzler	#05	35	A case of a lame game launching on the back of a successful film. Would've made an excellent feature on the film's DVD, though
Donald Duck: Quack Attack	Ubi Soft	PAL	Platformer	#06	29	Lacking in invention and challenge. Worse still, it's stunningly basic and enormously dull. Young gamers should be up in arms.
Doukyo Master 2	Omisk	NTSC	Pool Sim	#01	45	The physics engine isn't too shabby and it's got ten games to pick from among plenty of other options.
Driving Emotion Type-S	Squaresoft	NTSC	Driving	#01	57	Pretty, but with over-realistic handling making it damn-near unplayable.
DrumMania	Konami	NTSC	Bemani	#01	68	Initially frustrating PSone-standard effort that becomes frighteningly addictive
Dynasty Warriors 2	Midas	PAL	Fighting Strategy	#04	78	Fast-paced slashing action which is graphically impressive with excellent game structure. Slightly hampered by some shocking fogging.
ESPN International Track and Field	Konami	PAL	Sports Sim	#04	63	Dazzling to look at, but over too quickly in one-player. A jolt of bemani-flavoured sophistication doesn't save it from looking tired
ESPN Winter X Games Snowboarding	Konami	PAL	Snowboarding	#04	70	A game so showered in love that it doesn't know how to return it. The unforgiving learning curve may put the curious off
Eternal Ring	Agetec	NTSC	RPG	#02	35	An uninspired import RPG that will remain awkward until the speed – or lack of it – and its other shortcomings are addressed.
F1 Championship Season 2000	EA	PAL	Racing	#05	47	Ultimately a poor quality title – and worse, a PSone game on PS2. Next time, less development speed, more quality
FIFA 2001	EA	PAL	Football	#01	79	A beautifully designed game that has yet to have the maddening niggles of the FIFA series kicked out of it.
G Saviour	Sunrise Int.	NTSC	Mech Combat	#03	39	Severe tactical short-fallings and some terrible gameplay glitches reduce this to a dull, and surprisingly slow, shoot-em-up
GI Jockey 2	Koei	NTSC	Horse Racing Sim	#06	47	Racing's basic and easy to master, although reasonable fun. Don't expect to be able to involve yourself in the Japanese stats and management, though
Gradius 3 & 4	Konami	NTSC	Shoot-em-up	#01	29	A bog-standard, but arcade-perfect conversion of a dull, ageing shoot-em-up. Its cut-scenes are impressive, but the in-game graphics old-skool.

ISS	Konami	PAL	Football	#02	81	Not the best football game ever, but settles for great playability and the odd touch of genuine class without rewriting the rule book
IQ Remix Plus	SCEI	NTSC	Puzzle	#01	27	New version of the mildly disturbing PlayStation puzzler which involved destroying featureless grey blocks or being pushed into an abyss.
Jikkyou Baseball 7	Konami	NTSC	Baseball	#01	50	Distorted, cutesy baseball – just about playable against another human.
Kakinoki Shogi	Yuki Ent.	NTSC	Chess	#01	09	Why not use your brand new, state-of-the-art, capable of processing 75 million polygons a second, PS2 to play a Japanese variant of chess in 2D?
Kessen	EA	NTSC	Strategy	#05	74	Takes Japanese strategy into the major league and does a convincing job of recreating conflict in the 16th century.
KeyboardMania	Konami	NTSC	Benami	#03	63	KeyboardMania aims for the serious side of the market, and in doing so manages to be dead hard
Madden NFL 2001	EA Sports	PAL	American Football	#04	86	This isn't just a great American Football game, it's a superb sports title that shows other series how it should be done.
Midnight Club	Take 2	PAL	Driving	#03	72	Illegal street racing makes its way through New York and London, with some nice touches of detail. Compromised by reality-check graphics
Morita Shogi	Ascii	NTSC	Chess	#01	10	Slightly more appealing than Kakinoki Shogi 4, since it has a funky techno intro and more tunes. Which is still not very appealing at all.
Moto GP	Namco	PAL	Motorbike Racing	#06	80	A racing experience for the discerning gamer. Convincing handling and gorgeous details. But it's more demanding than most.
Nascar 2001	EA	NTSC	Racing	#05	38	Who cares if the cars handle well when there are so few opportunities to really put them through their paces.
NHL 2001	EA	PAL	Hockey	#04	70	It looks the business, has a pile of options and extras, but is sadly let down by its reliance on character stats rather than player skill
Orphen	Activision	PAL	RPG	#04	56	A brash attempt to defy RPG convention that ultimately overstretches itself, leaving facile gameplay that will irk die-hard fans
Pool Master	Take 2	PAL	Pool Sim	#05	45	Pool Master skimps in the areas it should be concentrating on, and isn't much more functional everywhere else. Poor.
Primal Image	Atlus	NTSC	Photography Sim	#01	06	An appalling execution of an already tacky idea. Not even for 30-something virgins
Rayman Revolution	Ubi Soft	PAL	Platformer	#05	68	The characters are for kids, the gameplay's for adults. For this lamentable paradox, Rayman is only almost great for either set of gamers
RC Revenge Pro	Acclaim	PAL	Driving	#04	56	The first mini-racer on PS2 does just enough to keep you pressing ⊗ 'til your knuckles pop. But it ain't an essential purchase…
Ready 2 Rumble: Round 2	Midway	PAL	Boxing	#04	82	Anything that looks this good and makes you laugh demands attention. The two player fantastic, but the one-player lacks depth
Ridge Racer 5	Namco	PAL	Driving	#01	72	Fast, undeniably attractive and always fun to play – could be better, though.
Ring Of Red	Konami	NTSC	Mech Strategy	#04	74	Visually explosive, but, sadly, you still feel a bit like a lackey of the game's engine rather than its commander.
Rock'N Megastage	Jaleco	NTSC	Benami	#01	24	Mindless, soulless rhythmic button pressing, with none of the humour that made Parappa so much fun
Silent Scope	Konami	PAL	Action Shooting	#03	77	The sniping-against-the-clock classic loses its huge rifle and downsizes to PS2. Thrilling to begin with, but short, sharp play won't keep you buzzing indefinitely.
Silpheed	Working Des.	NTSC	Scrolling Blaster	#03	51	A firework of a 3D scrolling blast-em-up that uses cut-scenes effectively to spice-up the non-action. It burns bright to the bitter, but quickly finished, end
Sky Surfer	Idea Factory	PAL	Extreme Sports	#06	29	Something that might make a diverting mini-game packaged up as the real thing. Awful
Smuggler's Run	Take 2	PAL	Driving	#03	75	Technically jaw-dislocating, but there's not enough one-player depth to turn infatuation into ever-lasting love. Fun, but frustrating
SSX	EA	PAL	Snowboarding	#03	94	SSX does for PS2 what WipEout did for PSone. And then some. While everyone will enjoy it, others will take it to their hearts. Simply quite breathtaking.
Stepping Selection	Jaleco	NTSC	Benami	#01	59	Mildly entertaining party-game fun, with next-to-no long-term appeal. Breaks easily, too.
Story of O	Enix	NTSC	RPG	#01	07	A live action novel based on a ghost trying to find love, you're limited to making an occasional decision and playing Parappa-style subgames. Cack.
Street Fighter EX3	Capcom	PAL	Beat-em-up	#05	79	A worthwhile update of a classic series, sadly lacking in the polish that could've made it stand up alongside its flashier rivals
Super Bust-A-Move	Acclaim	PAL	Puzzle	#04	78	It's super-slick, extremely addictive and easy to get into – but ultimately little more than a PS2 buffing of the classic game.
Surfing H30	Take 2	PAL	Sports	#05	32	An initially brave move into a new area is shot to pieces by frustrating gameplay, linear levels and weak graphics
Swing Away Golf	EA	PAL	Golf Sim	#05	70	Not so good you'll weep, but a very relaxing, helpful, chirpy game of golf. Even clashing colours don't spoil a good walk.
Tekken Tag Tournament	SCEE	PAL	Beat-em-up	#04	87	Like it or not, Tekken remains the genre-defining master of all things violent.
The Bouncer	Squaresoft	NTSC	Beat-em-up	#06	72	A fine showcase for PS2's graphical capabilities, but sadly lacking in gameplay. A complex plot can't disguise a major disappointment.
Theme Park World	EA	PAL	Management Sim	#05	68	A cheerful little number, with enough depth to stimulate you for quite some time – but its still capable of running itself well enough without you.
TimeSplitters	Eidos	PAL	Shoot-em-up	#04	86	An enjoyable, hugely customisable, frighteningly hard blast. Great four-player modes and some incredibly hard challenges make this a must buy.
Top Gear Dare Devil	Planet	PAL	Driving	#04	62	Like a 3D Pac-Man, only in small cars and without the ghosts. Yep, exactly as inane as that sounds

Can't wait?
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Computer and video games, DVD and movie news, as it happens.

NOW LOADING...

Loading screens. If they do their job right, you probably won't even notice them. But, they usually mess it up, and come out of nowhere to smash your suspension of disbelief with a bloody big reality-hammer. Just take a look...

8 UNREAL TOURNAMENT

The progress bar zips happily along until there's about a millimetre to go, then creaks to a near-halt. What's the point?

TIMED AT: 27 seconds

DURING WHICH: A Heckler-Koch machine-gun can fire 359 rounds.

ANNOYANCE RATING: 8/10

7 DISNEY'S DINOSAUR

A mighty herd of leathery iguanodon stare purposefully towards a breathtaking sunset, the screen whirls around in a clever fade effect, and then you're flung straight into a tedious top-down puzzle-platformer.

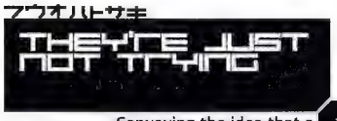
TIMED AT: 7 seconds

DURING WHICH: Going by its stride length, an adult tyrannosaurus would only be able to run 46 metres – about the same as a human.

ANNOYANCE RATING: 7/10

6 TIME-SPLITTERS

You've finished the ritual of pre-Deathmatch kill-ratio bragging, and everyone holds their breath in the tension, ready to spring into action. Any second now... now... any second... finally, just as one of you decides to sneak in a quick sip of tea/beer, the



Conveying the idea that a game's loading? Some developers just can't be bothered. The worst offenders, then...

action kicks in and they tip it all down their front.

TIMED AT: 35 seconds

DURING WHICH: You could re-enact Joe Pesci's entire 'Funny like a clown?' speech from Goodfellas.

ANNOYANCE RATING: 7/10

5 THEME PARK WORLD

Look at the cat! Look at him dance! The longest loading void we've seen yet on the PS2 – fact. Of course, once you're in the park all the loading's over, but that's hardly the point, is it?

TIMED AT: 46 seconds

DURING WHICH: Around 84 acres of tropical rainforest are cut down. Happy now, you soulless, profiteering carnie?

ANNOYANCE RATING: 3/10

4 SSX

The videogame equivalent of reading the ingredients on a cornflakes packet. You're treated to some 'handy' hints – 'Use boost to go faster!' – and some inane character descriptions – 'Zoe is wild, sporty and street savvy'.

TIMED AT: 19 seconds

DURING WHICH: A courting hummingbird can flap its wings 3800 times, or lick a flower 247 times.

ANNOYANCE RATING: 2/10

3 READY 2 RUMBLE: ROUND 2

Rumble 2's exactly what a loading screen should be – it doesn't take long and it's presented in the style of a real boxing match to get you into the spirit of things. Handily, it also includes statistics on each character, so you can spend those tense pre-fight seconds whining about your fighter's inferiority.

TIMED AT: 10 seconds

DURING WHICH: You could watch exactly a third of Mike Tyson's quickest ever knockout – against Marvis Frazier in 1986.

ANNOYANCE RATING: 1/10

2 METAL GEAR SOLID 2

Playing the demo, we couldn't help but notice how Kojima-san streams the action off the disc to good effect. You go through a door, the action fades out, there's a second or two where the screen goes black, and then the game action miraculously kicks back in again. Take note, everyone else in the world, this is how to move between levels without being subjected to last-minute, cobbled together animations.

TIMED AT: 2 seconds.

DURING WHICH: You can just about catch your breath...

ANNOYANCE RATING: 0/10

Mother: Yes, boy, a genius. Not only scholastically, he is also musically and artistically very talented.
Mother: Indeed. I want him to bring honor to the Hurst family name.
Kou: I'd like to learn martial arts, too.
Mother: Absolutely not!

1 THE BOUNCER

The flimsy story's perked up by some clever plot-explaining loading screens. Depending on which character you've picked, you're treated to a chunk of dialogue from their past, explaining how they know all the game's other characters. A brilliant idea, only slightly marred by the fact that it often disappears before you've finished reading it.

TIMED AT: 3-10 seconds

DURING WHICH: You'll be too absorbed in the antics of scary Volt, surf-dude Kou and little Sion to do anything else. Shame it doesn't carry over into the actual game though.

ANNOYANCE RATING: -1/10 **PSM2**

X-SQUAD

You're creeping around some pitch-black tunnels, popping caps and snapping necks, then up comes a bright purple machine-gun. Marvellous. Faaaantastic.

FANTAVISION

In case you've forgotten what the game's supposed to be about, *Fantavision* helpfully reminds you with some oddly muted bangs and whizzes. Cheers.

DONALD DUCK'S QUACK ATTACK

"It's just a GAME!", scream the designers, happily showing you some chalk-daubed 'blueprints'. Yes, thanks. Like we'd believe any planning went into this half-arsed effort.

RIDGE RACER 5

Printing it on a wibbly-wobbly white background doesn't make it OK, Namco. Stick to level maps, or something.

GRADIUS 3 & 4

A valiant attempt to be kookily retro with the RAM/ROM check, but ultimately still rubbish.

PLAYSTATION 2 MAGAZINE
PSM2
PRO TIPS
TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

IF THERE'S ONE THING THE PSM2 TEAM ARE GOOD AT, IT'S VIOLENCE - SO IMAGINE THE FUN WE HAD WITH UNREAL.

It's a well-documented fact that PC owners are bloodthirsty, hair-trigger lunatics, but look beyond that and you'll see another reason for the game's success – it's a ferocious but rewarding challenge. In a scant few pages, you'll find our comprehensive guide to the skills and weapons you'll need to survive in the *Unreal Tournament* arena – and that's not all.

For something a bit more sedate, have a look at our guide to YABASIC – which can be found on the Demo Disc free with your PS2 – then recreate the golden age of gaming that came about with classics like *Ghouls N' Ghosts*, *B.C. Bill* and *Auf Wiedersehen*. Ahem. There's a crisp fiver for the first person to come up with a PS2-compatible version of *Yie Ar Kung Fu*, though.

If you fancy challenging the nation, have a look at our *SSX* challenge – the competition's fierce, but we've kindly provided you with our own guide to racking up massive points and obscene air. Elsewhere, we fold bits of paper into galactic battle-cruisers, play hairdresser to the lovely ladies of *DOA2*, and snort childishly at pictures of Darth Maul in a kilt. **PSM2**

NEED HELP?
Are you cack-handed at Kessen? Bombing like a bem in SSX? Or have you got some advice you'd like to pass on to other readers? Then e-mail us at PSM2.tips@dennis.co.uk or write to us at the usual address.

PSM2'S MANIFESTO

PSM2's TIPS ARE: An in-depth guide to the games you need them for. We don't devote masses of space to hopeless games, because we know you won't be buying them. Instead, we'll cover every essential game in detail, but keep you up to date with all the things that entertain, challenge or amuse us in our everyday gaming.

PSM2's TIPS AREN'T: Lovingly reproduced pictures of dozens of identical cars, or instructions to 'block' in fighting games or 'ease off the gas' while you're driving. You know that, don't you?

the pick of what's new

HOT TIPS

Tip yourself over the edge with the freshest cheats around. Here's where you get to enjoy the best games can offer - without the effort.

READY 2 RUMBLE: ROUND 2

Get punch-drunk with yet more cheats for PlayStation 2's most consistently nose ruining and comically ludicrous scrapper.

UNLOCK EVERYTHING

At the Character select screen press: ←, ←, →, R2, ←, →, →, R1, R1, R2

All the game's characters, holiday outfits and champion outfits will be unlocked – just press ◎ to flick through them.

FAST MODE

At the character screen, enter: →, →, ↑, ↓, →, R1 (5 times), R2

FULL RUMBLE METER

During the game, pause it and enter: R2, R1, R1, R2, R1, R2, R1, R1, R1, R1, R2, ←, →, ↑, ↓

START AT FINAL MATCH

At the character screen, enter: R2, ↓, →, ↑, ←, R1 (6 times), R2, R1, R1, R2

RAYMAN REVOLUTION

EXTRA BONUS MINI-GAMES

From the Press Start screen, press START. Next, select Options. Then choose Language. Select Voices and Highlight Raymanian – *without* validating it. Now, press and hold L1 + R1 and enter L2, R2, L2, R2, L2, R2

You'll be taken immediately to a new menu where you can choose between three mini-games – Baby Soccer, Dogfight and Disk Blob.

CHEAT MENU

During gameplay, pause your game and then select Sound. Now highlight the Mute Selection – don't validate, simply highlight it. Now, press and hold L1 + L2 and enter L2, R2, L2, R2, L2, R2.

You'll see a new menu pop up with cheat options. If the cheat is Red, it's turned on.

FOOTBALL NAMES

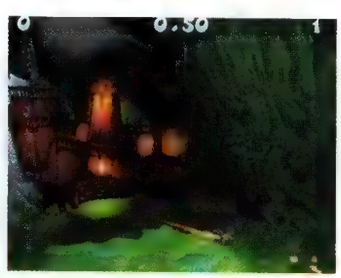
First, you'll have to enable the 'Extra Bonus Mini-Games' cheat and select Baby Soccer. While you play this game you can press and hold L1 + R1 and Enter L2, R2, L2, R2, L2, R2. The Globox will have their names displayed above their heads while you play.

SURFING H30

SHARK SURFER

Just score 300 points on each level to unlock the Shark Surfer – and you can eat all the other surfers with him. Except you can't. Which is a shame.

HIPPY HIPPY SHAKES: You'll now be able to relive the '70s heyday of hippy bashing, with Freak E. Deke.



FLYING TONIGHT: Dogfight's a recreation of the classic biplane shoot-em-up. Great fun.

SOMETHING FISHY: He wasn't even a hidden character in the Japanese version. Pathetic.

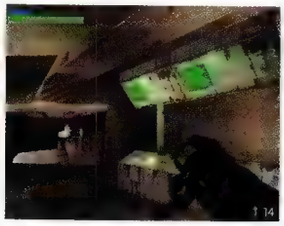
GAMERS FORUM

WE DONATE ANSWERS TO FEED YOUR STARVING QUESTIONS

Good morning! My name is Krister Forsstedt and I have a problem with *TimeSplitters*. I'm playing through Story mode and I'm stuck on Cyberden (Normal). I can't find the 'thing' that I'm supposed to collect and get back to the starting point. Please could you help me as this is blocking the enjoyment of the entire game.

Krister Forsstedt
Stockholm, Sweden

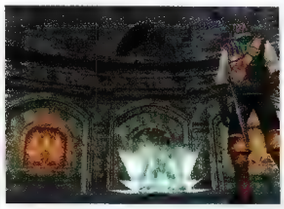
Tricky one, this, as it relies on finding the only switch in the *entire game*. It's in the control room at the top of the level – the room with the large glass windows overlooking the rocket jets. Stand next to the wall full of computer stuff, then press ⊗. The panels should change from red to blue, and a new area of the level will open. From there, it's easy enough to find the disc you need, which is on the top of the launch pad. You'll have to escape through the vent, though, as the route you came in by is now blocked.



I've completed *Eternal Ring*, but I'm still missing some of the rings and one weapon – the stiletto knife. Is there any chance of you running a complete guide to the game?

Eric Wear
Via e-mail

To be honest, we don't want to devote that much space to a game that we don't rate (a score of 35 in PSM2#02, fact fans) – but we can help you out with the stiletto. In Chapter Nine, you need to search the box to the left of Den while he's still asleep, and there it is. Simple.



I really need help with *Rayman Revolution*. I'm at the bit about halfway through the game where you have to meet Clarke on the beach and he breaks through a wall – then, when you follow him, you get to a *Space Invaders*-style section where you're only able to move left and right across the bottom of the screen while a ridiculous amount of pirates bombard you with bullets. I've bought several power-ups but there're just too many baddies. How the hell do I beat them?

Sam Webster the Third
via e-mail

That'd be Level Six, then. There's no easy way to do it, but bear in mind that as well as moving left and right, you can jump to avoid their bullets. That should make things a bit easier.

READER CHALLENGE!

Name: Chris McNab
Game: *Tekken Tag Tournament*

Challenge: Try pressing 'away' twice and all four attack buttons with Kuma for the Bear Fart move", wrote Chris, "I can complete the entire game finishing off every character with it. It's an instant kill... heh, heh, heh." Of course you can. The Farrelly Brothers have got a lot to answer for.

›THE PSM2 CHALLENGE シラミカノ

BRING IT ON!

Whether you're defending yourself against the greatest heavyweight of all time, or simply a flatulent bear, entertain yourself with PSM2's challenges.

UNREAL TOURNAMENT

The 'Pogo-a-go-go' challenge.

Fantastic fun. In Practice mode, go to the Lava Giant Capture The Flag level. Switch the Low-Gravity Mutator on, then in the game tell your entire team to defend the flag. You'll be able to leap across the level – it works even better with anti-grav boots – and straight over the opposition's castle walls. Just win the game, but watch out for explosions – if they come anywhere near, you'll be flung into the molten rock.

KNOCKOUT KINGS 2001

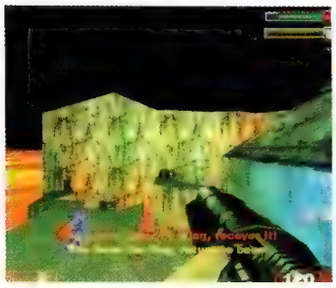
The 'He's only little!' challenge.

Go to Slugfest mode, and pick a lightweight character – then simply attempt to beat Muhammed Ali. Of course, he's the greatest of all time, so don't try to slug it out with him – stick the combos in whenever you get a chance. Try not to outpunch yourself, either – it's easy to get tired and succumb to a quick knockout. It's a true test of boxing skill and it'll improve your dodging no end. You won't look too pretty at the end, mind.

NBA LIVE 2001

The 'Chuck it in' challenge.

Basketball's an odd sport – scoring's the rule rather than the exception, with seven-footers literally *putting* the ball in the basket, so games tend to be lost on the odd fumbled pass or interception. Well, not any more. Try winning a game solely on three-pointers – no dunks, no shots within the two-point area, and make sure you miss all the free throws. Just holding down ⊗ won't do it, so this should improve your accuracy.



TIGGER HAPPY: The minigun's great for spraying airborne enemies with gunfire.

FISTS OF CLAY: Ali hits about three times as hard as you, so don't try to outpunch him.

UM JAMMER SLAMMY: Shooting from this position's a subtle, but vital skill.

BOMBARD US WITH YOUR CHALLENGES!

Dear PSM2. I reckon I'm a bit tasty, and I've concocted this little test of your abilities to help you and your readers waste even more of your precious lives staring at a TV screen. Come on, then. Want some?

First Name _____ Surname _____ Age _____

Address _____

Game _____ **My reader challenge is:** _____

Cut along this straight bit

Send this form, and any other tips, cheats, problems and solutions to: **Pro Tips, PSM2, Future Publishing, 30 Monmouth St, Bath BA1 2BW**

HAIR TODAY: Perm and coiffure these lovely ladies with nothing more than the touch of a button.

›GAMING WITH STYLE ﾌﾙﾜｦ

PSM2 EXTENDED PLAY

Games are like relationships – some fade after the initial burst of passion, but others keep you interested with optional extras.

DEAD OR ALIVE 2

Completing the game nets you extra outfits and now it's possible to play Nicky Clarke to the ladies.

CHANGE HELENA'S HAIR STYLE
When you select Helena use ◎ to have her fight with a long ponytail. Use ⊗, and it'll be slightly shorter.

CHANGE KASUMI'S HAIR STYLE
When you select Kasumi use ◎ to select her with a Braided Ponytail. Use ⊗ and she'll wear it loose, for that sophisticated-career-gal panache.

AND FOR THE RIGHT LIGHTING...

CHANGING TIME OF DAY
You can change the time of day by pressing ◎ when selecting a stage. This only works in the Aerial Garden and the Iron Hell.

START IN DIFFERENT LOCATIONS
On the Stage Select screen, press ◎ to select them, and you'll start at the lower bottom half of the following stages.

The White Storm
The Demon's Church
The Crimson
The Burai Zenin
The Dragon Hills

KESSEN

History might be written by the winners, but you can bring the Shogunate down as whoever you like in this thoughtful samurai game.

PLAY AS THE WEST
Successfully complete the game with the East.

BATTLE MODE OPTION
Successfully complete the game with the East *and* the West to unlock a new option at the main menu. Any previous battle may be fought, with either side.

ARMORED CORE 2

HUMAN PLUS
Nice to see a game rewarding abject failure. Just get your 'bot repeatedly destroyed until you drop to 50,000 credits and an experiment will be done on you – which'll improve your 'bot. Make a mess of things multiple times for even more extras. Remember, it'll also restart your game – and don't try losing the first mission, because you'll have to start it all over again. Arse.

1st time: Automatic Radar
2nd time: Ability To Throw The Laserblade – use it, then immediately hit boost. Takes a bit of practice.
3rd time: Have Heat Taken Away From Attack.
4th time: Ability To Walk While Shooting Back Weapons.

STEALING EMBLEMS
In the single-player Arena mode it's possible to steal your defeated opponent's emblem. First, beat an opponent in the Arena, then go back to the opponent selection screen containing the rankings. Highlight and select them, then press START + SELECT and you should hear a sound. Now go to the Edit Emblem screen and the emblem selected will be the one you just took from your opponent. You can now edit it or just wear it as your own.

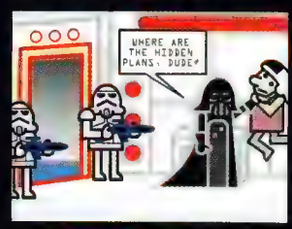
OVERWEIGHT AC UNITS
Once you complete the entire Story mode once, save your game after the credits roll. Start again from this save and you'll be able to buy equipment and parts that would normally take your mech over the normal weight limit. You'll then be able to use your lard-ass mech the next time you play.

PRO TIP
GRADIUS 3 & 4
Play levels from the original arcade game Gradius 1 – just play up to stage 5 on Gradius 3, then get yourself shot by the boss you're now in some heaven

WIRED UP

PSM2'S NET FILTER SORTS THE GOOD FROM THE BAD.

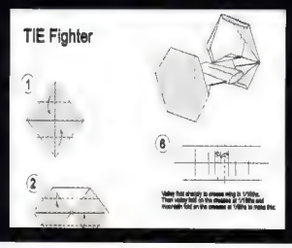
After the horrible disappointment of Episode One, we thought we'd never love Star Wars in quite the same way again – then *StarFighter* turned up. Join us, as we dig out our double-headed lightsabers, try in vain to do that TIE Fighter noise, and trawl the net, Jawa-style.



THE FORCE NET
Probably the best Star Wars site we've ever seen. As well as being full of Episode Two spoilers, it's also absolutely rammed with mini-movies made by fans. As well as the classic Cops parody Troops, you'll find the cartoony genius of Stardudes, fake trailers and even Darth Maul-style fighting recorded by insane – but admittedly quite acrobatic – fans. Well worth an hour of your life.
http://www.theforce.net

DARTH MAUL KILLS YOU!
Remember the one-day media phenomenon that was Mahir – the over-friendly Turkish bloke who had his site hijacked by pranksters? It was only a matter of time before the parodies started – but we didn't expect them to be this funny. Maulhir 'likes sex, travel and ballet' and 'has an MA in Sith'. There's a link to Obi-Wan's 'I kiss you!' site too, but it's not quite as good.
http://wantons.jeffp.com/Maulhir.html

STAR WARS ORIGAMI
Flapping cranes and jumping frogs? Pfft. Real origami experts can fashion a convincing Millennium Falcon from nothing more than a Rizla. Gaze on their mastery, or – even better – go to Joseph Wu's site, which provides detailed instructions for the models. Learn to fold a TIE Fighter, and you'll never be bored ever again.
http://origami.kvi.nl/models/planes/tie/index.htm



BYTESIZE

SHADOW OF MEMORIES: In Chapter Seven, you can stop Eckart's wife from dying – but you'll need to find her, ask her to change direction, *then* follow her. She thinks you're mad, but this actually works in your advantage.

Z.O.E.: When you're changing to a secondary weapon, don't bother going to the menu – just scroll through them using the D-Pad. You'll be at less risk of taking a slap as you get back into the action.

KNOCKOUT KINGS: If you're up against someone with too much stamina to KO, hit L1+R1 to catch them in a clinch. Get a couple of rabbit punches in the back of the head, and wear them down for the points victory.

Z.O.E: When attacking unshielded Raptors, don't mess about – just get stuck in with the laser sword. Conversely, if they're shielded use one of the long-range energy weapons, like the streaming Halbard.

GUN GRIFFON BLAZE: Even if you're on the verge of destruction, try to hang on as long as you can – if you fail the mission you still might get awarded enough medals to load up on secondary weapons next time round.

RAYMAN REVOLUTION: Once you've got the Rain Mask, try going back to areas and looking for plants with clouds or sparkles over them. Do a rain dance to access new secret areas and hidden Lums.

UNREAL TOURNAMENT: If you're finding the turning circle irritating, go to the control screen and choose keyset E. With the 180° turn, you'll never have to suffer the indignity of picking hot flak out of your arse again.

SSX CHALLENGE

Test your skills on Pipedream against the country's finest gamers, and you could soon be skidding down a mountain on your face - in real life, too.

THE TOP TWENTY

This is how it stands... for now. The entries are piling up, and you've got until April 1st to get yours in.

1	Colin Mills	496,020
2	David Vowles	483,133
3	Chris Walker	429,110
4	Jonathan Thomson	423,270
5	Daniel Martin	403,910
6	Tsuen Yau	400,050
7	Matthew Mawdsley	373,970
8	Simon Enever	370,590
9	Philip Townshend	363,415
10	Marco Sarasini	345,950
11	Anthony Chapman	283,585
12	Richard Mannall	274,880
13	Matthew Ayers	273,425
14	Luke Carroll	266,170
15	Mark Lawler	256,180
16	Ian Quinn	253,270
17	Daniel Stoner	243,450
18	Mark Bell	241,150
19	Michael Colenutt	233,210
20	Nick Chapman	222,010

PRIZES

OVERALL SSX CHAMPION: A branded EA snowboard PLUS three new EA PlayStation 2 games: *NHL 2001*, *FIFA 2001* and *F1 Championship Season 2000*

TWO RUNNERS UP: Three new EA PlayStation 2 games: *NHL 2001*, *FIFA 2001* and *F1 Championship Season 2000*.

If these aren't tasty enough, just think about the peer-group acclaim you'll net from being the mac-daddy on the PS2's best game. Send us your best scores for Pipedream (accompanied by video evidence, or a photograph of the TV screen showing your score) to get your name up in lights and *prove* you're the true *SSX* Champion

RULES

1) You can use any character and any board.
2) Use of cheat codes and cartridges is strictly forbidden. We'll be able to tell, you know.
3) Any legitimate short-cut is acceptable.
4) The eventual winners must be prepared to back up their scores with hard evidence – we'll only accept proof of your winning run – either a video (simply hook up your PS2 to your video recorder and hit record) or a photograph of the TV screen displaying your score. Unfortunately, we'll not be able to return videos or photos.
5) The challenge is laid down immediately. Updates will be published in PSM2#08 and #09. The closing date for all entries will be 1st April, 2001. Winners will be announced in PSM2#10. As always, no correspondence will be entered into.
6) The Editor's decision is final.

Fancy a snowboard and a parcel of EA goodies? Weep bitter tears – to the left you'll find the kind of scores you'll need to beat before you even stand a *chance*. Thanks to Simon 'Syco' Pearse, who sent us a tape with some Simpsons episodes on – to return the favour, we're not printing your shameful score. As for Colin Mills, his letter had all the quiet confidence of a true champion – except for having 'I am a tiger – hear me ROAR!' scrawled across the back. Cheers, Colin.

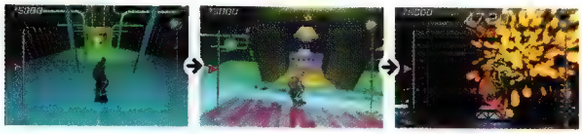
PIPEDREAM GUIDE

The competition's heating up – but it's not too late to join in the fun. For those who missed our massive *SSX* guide in PSM2#04, or anyone looking to hone their skills, we'd like to present the PSM2 guide to Pipedream – a simple, step-by-step guide to getting the kind of points totals on the left. Just remember – pre-wind early, jump early and release early. Have fun.

THE COURSE

FIRST ORANGE

The first important trick to nail is the initial orange – the maximum you can get from the side loop grinds with reds is around 30,000. Doing a quick 360° on the flat'll give you some boost to play with, but it's not vital – just jump earlier than you'd think on the paint. **Point total: 40,000**

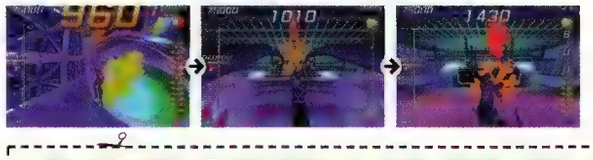


HALF-PIPE JUNCTION

In this section, you'll be able to grab at least one yellow by using the track like a half-pipe. To get more, though, jump between sections – hold forward as you pre-wind, let go of ⊗ late as you pass over the lip of each curve, and you'll fly. Also, try heading back upwards at a slight angle and boosting towards one of the sharp edges – it's possible to grind right back up to the top. Just don't mess around for too long. When you've finished, drop down to the underground section. **Point total: 50,000**

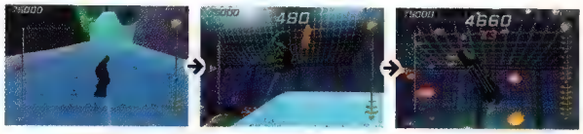
GOING UNDERGROUND

If you're feeling cocky, boost up one of the side rails – it'll give you a quick burst of points, but make sure you can get back up out of the bowls onto the next bit. Slow down, and coast onto the central rail. Jump off it at the highest point to bag the red – just mind you don't hit the awkwardly-placed girder above. **Point total: 40,000**



HUGE JUMP

Now head right – doing a perfect set of grinds and flips on the middle rails can net you 20,000 points, but it's not really worth the effort. Instead, hit the mini tunnel and boost straight up the big slope. It angles down slightly before the end, so jump very early and you'll snag the orange with no problem and ridiculous air. **Point total: 50,000**



DOUBLE RED JUMP

You're now faced with two crucial red jumps. The first isn't that tricky – but it's worth letting your grab go slightly early, since a clean landing really helps with the next bit. To get the second red, don't pre-wind too early – it saps your speed – and then pull a backflip off the end. The timing's horrible, but you'll get it eventually. **Point total: 100,000**

LAST-MINUTE POINTS

Ideally, you should reach the end of the track with a minute or so left to go. Jump early to get huge air as you snag the orange – worth about 30,000 points on its own. After that, use the last bank like a half-pipe – by boosting back up the slope and pulling varied misty-grab combos, you can net up to 10,000 points with each jump. **Point total: Up to 200,000**

Complete point total: 480,000

With some cheeky extra tricks on the sections in between, you'll easily beat Colin's score – the PSM2 boys already have.

A STERN WARNING: We're aware that it's possible to jump into infinite space and rack up the points in certain sections. This is the worst sort of cheating, however – and you're going to have to back up those rash claims eventually...

Suitable for scissors

JUST GIVE ME THE SNOWBOARD, NOW!

Hello PSM2 people. I am indeed the greatest at *SSX* – stare in slack-jawed disbelief at my unbeatable score on the Pipedream course. I'll have your games and snowboard as well, thanks.

First Name _____ Surname _____

Age _____ Address _____

_____

_____ Telephone _____

My awe inspiring score on the Pipedream course is _____

I agree to follow the competition rules and realise that the Editor's decision is final. NO CORRESPONDENCE WILL BE ENTERED INTO.
Send this form, along with video or photographic evidence to: **SSX Challenge, PSM2, Future Publishing, 30 Monmouth St, Bath BA1 2BW**

YABASIC THE BASICS

Did you know that you can program your own games with your PS2? All you need is the Demo Disc you got with it. Chances are you skipped YABASIC 'cos it looked cack, but if you've got the time your favourite game may soon be one of your own...

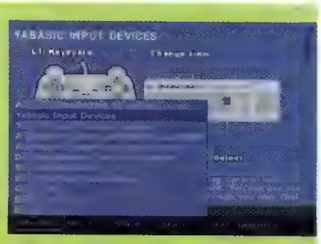
Getting the machine to do what you want to do can be a bit of a chore, but the results can be so rewarding. Over the next few months we're going to show you how to get the best out of YABASIC, including example programs to mess about with and alter to create your own games. But for this month let's just get acquainted with the beast that is YABASIC...

HOW TO GET YOUR BRAINS INTO YOUR PS2

The first thing to note is that programming in YABASIC is much easier if you shell out for a USB keyboard. It may be that you have one of these already however. Most Apple Mac computers use USB keyboards so you can rip it out of there and plug it straight into your PS2's USB port. Most PC keyboards use a dedicated PC connection so the chances are you're out of luck there. Still, if you're serious about YABASIC you can pick up a USB keyboard in computer superstores for about £30 – just make sure it says USB on the box.

MAC USB KEYBOARD: PS2 compatible, and rather attractive an' all.

STEP 1



First of all insert your PS2 demo disc (the one you got in the box with the machine) and fire up your PS2. Now scroll right one notch and select YABASIC with ⊗. Press ⊗ again to start.

You start off in the Reference section of the program – a kind of built in manual. You can read this if you like, but be warned – it starts off simply enough but disappears up its own jacksie in no time. It doesn't even tell you how to get out of the damn reference section. Hmm, friendly.

STEP 2

Here's how to get moving. Press ▀. A menu appears linked to the bar at the bottom of the screen. This is the Select menu and is showing you the options available in that particular menu. Move ↑ and ↓ with pad or stick and press ⊗ to select an option or ← and → to highlight more options.

Let's get straight into some programming. With the menu up press → once to highlight NEW-A down at the bottom. Now highlight Clear Page (the highlight is actually the darkest option...) and press ⊗. You've now got a nice clear page to enter your first program. Press L1 once then enter the following lines just as if you were entering your name at the beginning of a game. Note to get the " symbol you have to press and hold R2 and select the location where ↓ was – so " is Shift + ↓, get it?

STEP 3

STEP 4

OKAY, HERE'S THE FIRST PROGRAM:

```
input "What is your name? " name$
input "What is your favourite colour? " colour$
input "What's your favourite article of clothing? " clothing$
input "And your favourite smell? " smell$
print "So, ",name$," You like ",colour$," ",clothing$," that smell of "
,smell$," "
print "You dirty monkey "
```

Press L1 to turn off the keyboard and you can move the cursor around the screen to correct your mistakes. Note the positions of spaces and the $ signs at the end of certain words. When you're done and the program looks *just like* the one above (with all the right spaces in and everything). You're ready to run it.

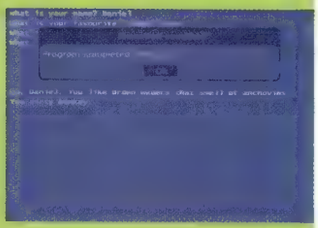
STEP 5

You can run your program by pressing ▀ with the typewriter (L1) keyboard switched off, or by selecting Run from the Select menu (visible by pressing ▀).

The program will now start. If there're errors you'll be told about them. Go back and correct any lines it says have an error. Check your spaces and enter the line *exactly* as they are above.

This bit is called 'debugging', or simply removing the 'bugs' or faults from your program to make it work. You're a computer programmer already, see?

STEP 6



If everything was perfect the program will start. Bring up the keyboard with L1 then enter your answers to the questions. Press △ (new line) to 'enter' your inputs. Now sit back and enjoy the hilarious results (note the annoying habit of the Execution Complete screen obscuring the results of your program – we'll come to how to get rid of this later). Here's how the program works.

STEP 7

This program only uses two instruction, input and print. One records words or numbers you input, the other prints stuff on the screen. The input lines, ending in name$, colour$, clothing$ and smell$ ask a question (the bit between the " symbols) then record your answers as name$, colour$, clothing$ and smell$. These are called 'strings'. Strings can contain numbers or letters and always end with a $. More on this later.

After getting the answers to your questions the program uses the print instruction to print your answers amongst an amusing sentence. See how the bits between the " symbols are printed ('So, " and " You like " etc) and your answers are inserted (name$ and smell$).

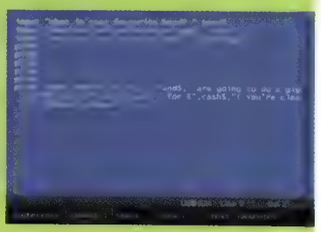
GET IT?

STEP 8

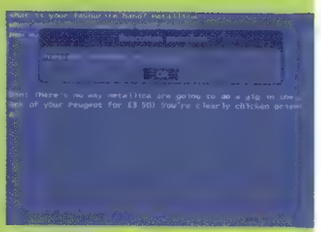
Perhaps you'll get it if we change our basic program slightly. Clear the page (an option on the Select menu) or save it to Memory Card. Now try this:

```
input "What is your favourite band? " band$
input "What sort of car do you have? " car$
input "How much cash have you got? " cash$
print "Man! There's no way ",band$," are going to do a gig in the back of
your ",car$," for ",cash$,"! You're clearly chicken oriental!"
```

Run the program as above and check the results. See the similarities in the two programs? See how you can alter this basic program to get it to say anything you want?



STEP 9



Now try something yourself. Change the questions, change the text, change the names of the string$ so you remember what's what. Just remember that this won't break your PS2, so do what you like.

Change the program a bit at a time and see what the results are. Once you get your head around it, it's a cinch.

Don't be afraid to go on and on either. Why not extend the program to take loads of answers from a 'subject', then construct them into an 'amusing' and 'embarrassing' story?

STEP 10

Finally here's some more useful stuff for you while you experiment.

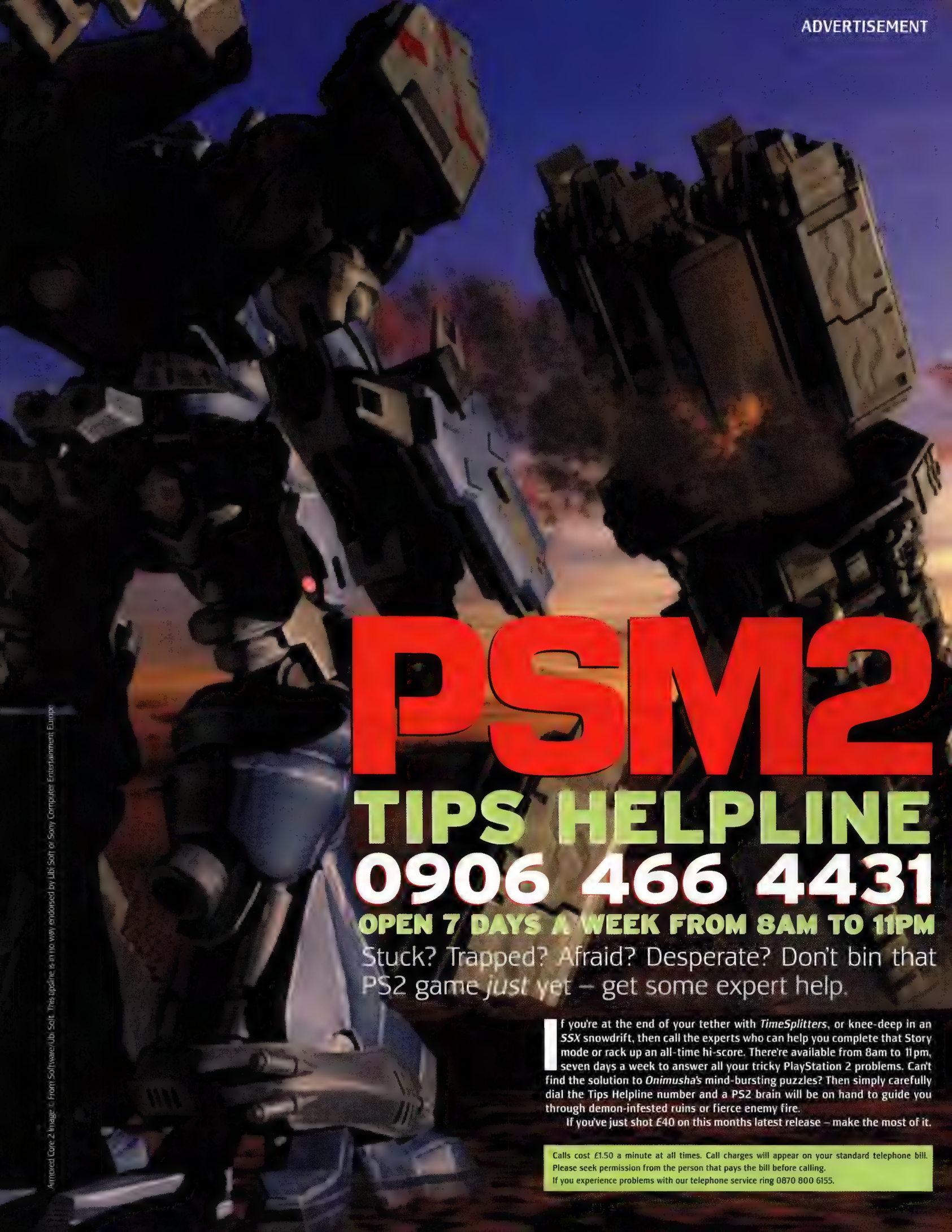
Load and save on the Select menu will allow you to save your work (vital if you've just spent an hour inputting a program...).

Also try out the Cut and Paste options. Hold ⊗ and move the cursor to highlight text you want to copy. These will allow you to copy big chunks of the program rather than have to type the whole things in from scratch. Ideal for adding another 10 questions to your 10 question long program.

Just highlight the bit you want to copy, then select Copy, then move the cursor to where you want the code to go and select Paste. Now change just the required words and strings to double the length of your program.

Next month we'll bring you another, much more complex game and take it apart so you can create your own masterpieces.

Got a question? Things not working? Write to PSM2 YABASIC Masterclass at the usual address or e-mail our YABASIC master daniel.griffiths@futurenet.co.uk



PSM2

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PSM2 PRO STRATEGY

Hot lead, blood and gore. See your friends in a new light, and in pieces, with our essential guide to coming out of Unreal victorious... and alive.

DEVELOPER Epic Megagames
PUBLISHER Infogrames
GAME TYPE First-person shooter

ON THE TRIGGER: Joel Snape

Unreal TOURNAMENT

THE AIM OF THE GAME

It's the future. Everything's made of metal and concrete. TV audiences aren't really any more depraved or sadistic than they are at the moment, but the law's a bit more lenient. Disused mines, space stations and National Trust sites have been transformed into immense death-pits for a gladiatorial tournament. But why can you die 18 times a match and still emerge triumphant? We don't know, and we don't care.

CLIMBING THE LADDER

Completing the first three levels of each mode in *Unreal Tournament* will net you a new tournament ladder. You'll start with Deathmatch, then progress to Domination, Capture The Flag, Assault and Challenge. Assault and Domination test your offensive and defensive skills with a team, while Challenge is a mano-a-mano test of skill.

HIDDEN EXTRAS

Completing each ladder nets you a trophy – but you'll only be declared Grand Champion after triumphing in each event. Nailing levels in the tournament makes them available in Practice mode. Altogether, there are 50 to unlock – but along the way you'll be rewarded with new, scarier 'bots. After you've completed the game as a piffling novice, you'll have to do it all again for ultimate tournament victory and some very special mutators. Best get going, then...

THE SKILLS

***Unreal Tournament's* not just about accuracy and quick reactions. There're certain vital skills you'll need to succeed, whatever style of game you're playing. Learn them on the easier difficulty levels, or you'll end up as an arena-decorating blood-fountain.**

1 HEAD SHOTS

With the ripper and sniper rifles, it's possible to get instant kills by decapitating an opponent – but most other weapons do extra damage on head shots, too. If you're using the joypad, just aim slightly high and your enemies'll drop like flies.

2 CLOSE COMBAT

If you're out of ammo, you'll have to resort to the chainsaw or impact hammer – but try to sneak up on people, since you won't have a chance head on. The chainsaw's best if you can use the head-lopping swipe (its secondary fire), while the impact hammer charges up and discharges automatically for an instant kill at close range. Get in there, Wolvie-beserk-style – they won't know what to do.

3 IMPACT JUMPS

Absolutely crucial for triumphing in Deathmatches, where some of the most devastating power-ups are just out of reach. Charge up the Primary fire on your impact hammer, point it at the ground and let rip – but hit jump at the same time. You'll be catapulted up into the air – the only drawback being that you'll also lose a chunk of health. A similar effect's possible with rocket-launchers, but firing missiles at your own feet isn't really advisable. In real-life, too.

4 CIRCULAR STRAFING

Vital if you've got the minigun. All you'll need to do is strafe and turn at the same time, so that you're moving in an arc but always aiming in roughly the same place. It's easiest to practice in Novice mode where the 'bots don't tend to stay in the same place, but you should eventually be able to employ it against a moving target.

5 TRANSLOCATION

The Translocator's one of your default weapons – primary fire throws it, while secondary teleports you to wherever it is. It's got three uses:

Reaching inaccessible areas Bear in mind that you can throw it upwards, teleport, then *immediately* throw it and teleport again for an extra-high jump.

Running away If you're sniping, or running about without a weapon, it's worth leaving a Translocator about so you can teleport out at the first sign of trouble.

Killing people If you manage to throw the Translocator at someone and teleport into them, things get a bit messy. It's extremely tricky, mind.

6 LISTENING

Finally, if you hear, but don't see gunfire, turn around quick. The biorifle and rocket-launcher both make noises as they're charging, while the minigun gives off a slightly higher-pitched whirr in secondary fire mode. Finally, listen out for the distinctive noise made by sniper bullets as they ping off the ground around you – then run for cover.

NOT GOOD ENOUGH?

Fine. Ruin all the tension by cheating your way through. Alternatively, make yourself comically fat and big-headed. Insert your own Chris Moyles joke here.

ENTER THE MUTATORS...

Enter the following two codes at the main menu, then go to the Mutators menu to switch them on.

BIG HEADS
←, →, ←, →, ←, →, ◎, ◎, ◎

FATBOY – every frag puts on weight
◎, ◎, ◎, ↑, ↓, ↓, ↑, ◎, ◎, ◎

And for the heinous cheat codes, just pause the game before you enter them.

FULL AMMO
←, →, ◎, ◎, ◎, →, ←

INVINCIBILITY
⊡, ◎, ←, →, ◎, ⊡

THE WEAPONS

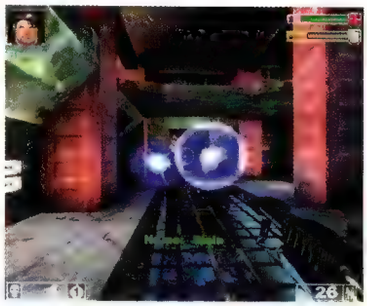
Every level's littered with weapons, but you can't always be guaranteed of getting the one you want. It's no good whining about how the other player's camped out with a rocket-launcher – learn to use the biorifle properly and you'll still be able to splatter him all over the walls. Here's our vital guide to squeezing the most kills out of even the most perfunctory of *UT's* impressive armoury.

ENFORCER

Primary: Semi-auto fire
Secondary: Gangsta-style semi-auto
Your basic weapon. It's fairly accurate, so with careful aiming you'll have a chance against rocket-launchers – but the secondary fire's hopeless. Even with a matching pair, you don't have a chance against a minigun. The 25-round mags won't leave you with much chance in a three-way shoot-out, either.

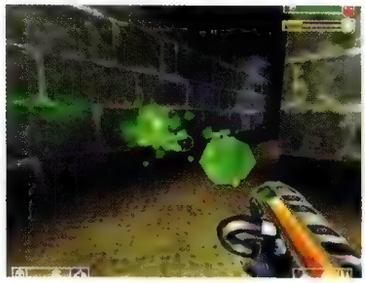
SHOCK RIFLE

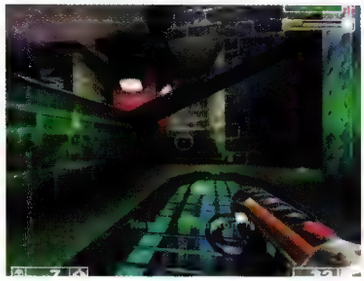
Primary: Energy beam
Secondary: Energy ball
The primary's fast, but not *quite* instant – so it's best to use it against people who haven't seen you and won't dodge. Up close, the energy ball's effective – and can bounce people about to disorient them. If you get caught in a strafing war, use the combo fire – a secondary followed by a primary to create a huge, area-effect explosion.



GES BIORIFLE

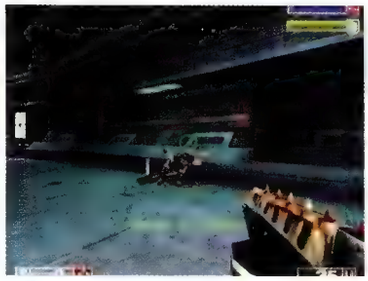
Primary: Slime chunks
Secondary: Chargeable slime bomb
Don't run forward while firing – you'll die in your own gunk. It's best for retreating and defending your position in Domination or Assault – just cover the floor in sludge. Keep the secondary charged: a full-power hit's an instant kill, and a miss will still scatter deadly slime.





RIPPER

Primary: Bouncy razor blades
Secondary: Exploding razor blades
Well worth firing into areas you can't see, especially if you can angle ricochets down long corridors. If someone's within a virtual metre of you, just angle up very slightly for a head shot and instant kill. The secondary fire's slow, but the blast will knock people off ledges.



PULSE CANNON

Primary: Energy blobs
Secondary: Sustained beam
At a distance, the pulse cannon's hopeless – it's far to easy to dodge the highly visible green energy and pinpoint where it's coming from. In corridors, though, the Ghostbusters-style beam works a treat, sapping energy incredibly fast up-close. In open areas, just fling the green stuff about.

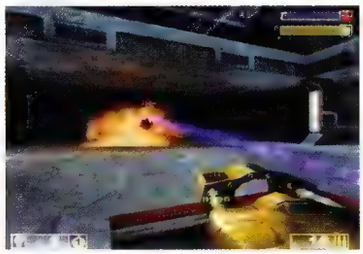
MINIGUN

Primary: Rapid fire
Secondary: Even more rapid fire
With a bit of practice, the minigun's probably the best weapon in the game. At a distance, use the primary – up close, use the bullet-chugging secondary fire. Either way, use circular strafing (see tip four on the previous page) to stay on target, and your opponents won't know what's hit them. They can't see it to dodge, either.

FLAK CANNON

Primary: Hot scatter flak
Secondary: Mortar shells
If you've got it, this is the weapon to keep selected. The lobbed shots are tricky – but useful – but the scattershot mode will kill *anything*.

Point blank, one shot's an instant kill – and if they try to nip around a corner, you'll still catch them with ricochets for hefty damage. Watch you don't hit yourself, though – while the flak's hot, it's still dangerous.



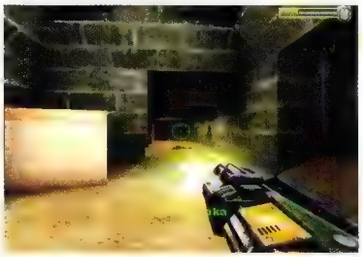
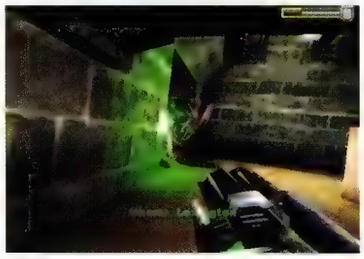
SNIPER RIFLE

Primary: Single shots
Secondary: Zoom scope
They won't even see you coming. Practice makes perfect – so play on Facing Worlds with the Flag Count ramped up, and pick people off from down below for as long as you like. Formidable damage and the slight auto-aim make it worth using up close – and a quick tap of the zoom control improves your chances of a head shot.

ROCKET-LAUNCHER

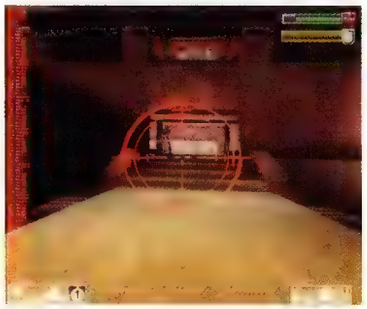
Primary: Rockets
Secondary: Grenades
If you've got loads of rockets, it's worth just charging them up as you wander round, then occasionally releasing a volley down a corridor. Grenades are handy for lobbing off platforms, but they're even better when someone's chasing you – just throw a few about, then run off.

Only use homing fire at range, preferably against someone who hasn't noticed you – it's easy to dodge if you see it coming.

REDEEMER

Primary: Nuclear missile
Secondary: Remote-pilotable missile
Not much more than a novelty, really – you can't use it up close, and you can be killed while remote-piloting it. The redeemer's best use is to catch enemy Flag-carriers quickly. If you see a redeemer missile fly past – given away by its distinctive tail-flare – run in the opposite direction. Fast.



THE TOURNAMENT

You know the theory. You know the weapons. You know – as if you'd want to use them – the cheats. It's time to crank the difficulty up to Inhuman and bag yourself some tournament trophies. To be declared Ultimate Champion, you'll have to fight through more than 40 levels – so we've picked the best of each type to show you exactly how it's done.

DEATHMATCH

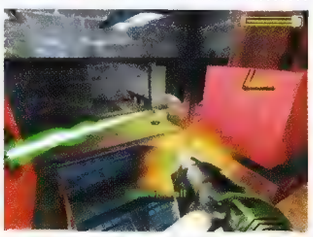
Some levels are more hectic, others are fun for snipers, but the Turbine's *UT's* most well-balanced Deathmatch level. Every weapon's suited to a certain area, and a talented player can quite easily stroll away without even a scratch.

1 REMEMBER WHERE THE KIT IS

Follow the 'bots to find the shields and invisibility. In this level, it's hidden behind a wall that gives way if you shoot it. There's also a damage amplifier which looks tantalisingly out of reach – unless you use an impact jump.

2 FIND A GOOD POSITION

Most levels have a good vantage point that's easily defendable – find a place where you can attack several areas but still cover your back. Here it's easy – the ramp's difficult to climb under fire, while you can lob grenades to the lower area or down the vent at the back. You've also got some health packs and armour close at hand.

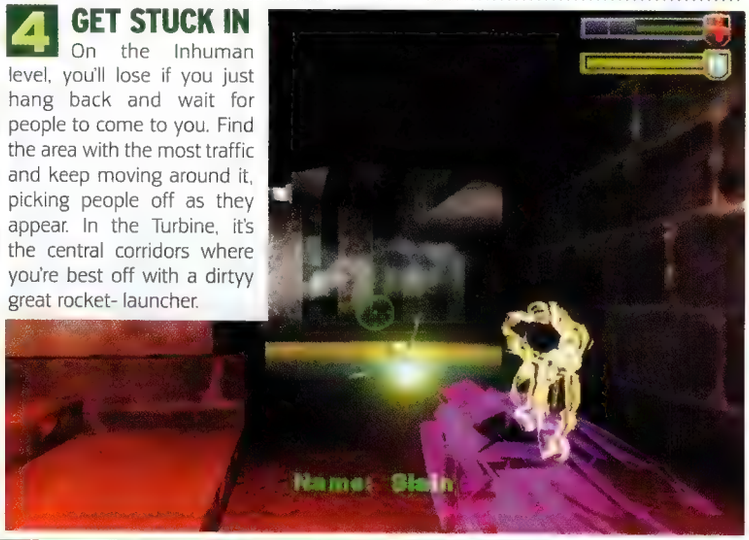


3 LOOK FOR EASY PICKINGS

Watch out for gunfire, and listen for screaming. If you see a fight – or even better, someone running away – shoot them from a distance while they've got their attention elsewhere. They've probably taken heavy damage from the encounter they're fleeing. Who said anything about sportsmanship?

4 GET STUCK IN

On the Inhuman level, you'll lose if you just hang back and wait for people to come to you. Find the area with the most traffic and keep moving around it, picking people off as they appear. In the Turbine, it's the central corridors where you're best off with a dirtyy great rocket- launcher.

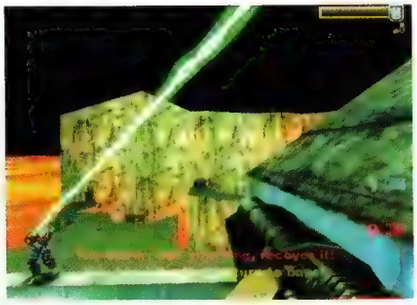


CAPTURE THE FLAG

The time-honoured alternative to Deathmatches, implemented beautifully in *UT*. Whether you're on attack or defence, the Lava Giant's a joy to play – and with a bit of forethought, there're any number of ways to snag the flag.

1 USE THE PICK-UPS

Obviously, you'll have a better chance of getting a trouble-free run if you've got a damage amplifier or shield belt. Other kit's equally good, though. On this level, you'll have to fight through the castle twice to get in and out – unless you've got anti-grav boots, in which case you can just spring over the walls like a heavily-armed Zebedee.



2 STEALTH 'EM

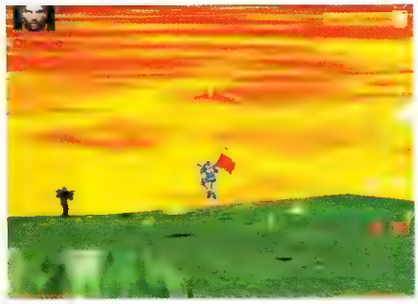
There's often more than one route to the flag – try telling everyone to attack, then taking the sneaky route yourself. On this level you'll find an underground cavern with a redeemer. Don't worry too much about your own flag, either – the opposition can't score if they haven't got theirs.

3 GETTING THE FLAG

Once you make it inside the enemy base, there's almost always an enemy on high ground, covering the flag. Pick him off before you go in. If it isn't there – because another team-member's got it – stay in position. It'll reappear after a score or when it's recovered, and you'll have a clear run for it before the opposition get back.

4 DEFENCE

If there's a single obvious route to the flag – or a group of easily-covered ones, stake it out with your old, trusty sniper rifle. On this level, just man the castle walls – and if anyone does get in, just aim a rocket-launcher at the flag, ready to take them out as they grab it. Prevention's definitely the best cure here.



DOMINATION

Domination's always a challenge – the one mode where you can't just rely on yourself to get things done. The Egyptian level has everything – a multi-layered arena, handy sniping positions and hard-to-defend killing spots.

1 CUT DOWN THE COMPETITION

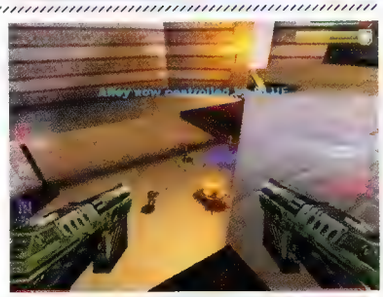
There's often a control point that goes completely uncontested for long periods – usually because it's high up and far from any re-spawn points. On this one, it's the bridge – take it, and rack up the points until the opposition realise what you've done.

2 STAY HIDDEN

Don't stand right next to the control point – enemies'll spot you as soon as they come in, and fill you with holes. Instead, cover it from a hidden spot, and pop a quick rocket into anyone who comes close. You'll find that the multiple rocket charge will do wonders here.

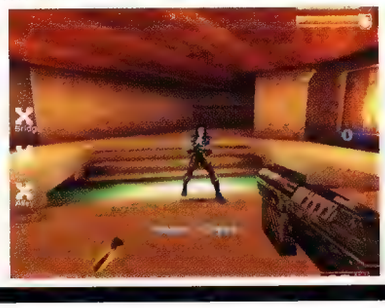
3 COVER THE CENTRE

Most levels have a central location that's vital for strategic control – one where you can quickly offer support to your posse, whichever control point they're going for. Here it's the centre – you can recapture any control point quickly, and keep the opposition occupied.



4 KEEP MOVING

Unless you've got all three points, then don't stop. Someone'll hold the control points you capture, so keep going – and try to take a different route away from the control point. That way, you should clear two possible paths of enemy goons, making the job easier for your own 'bots.



ASSAULT

The Frigate's the perfect introduction to *UT's* most innovative feature – multiple entry points, plenty of hiding places, one or two sentry guns and a frenzied fire fight at the end.

1 LEADING THE WAY

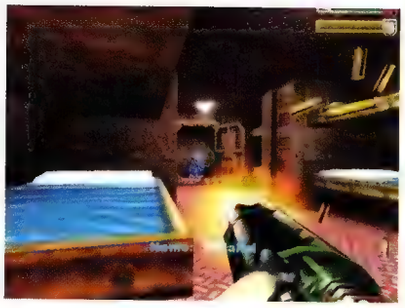
If you all go in separately as soon as you re-spawn, you'll be picked off with ease. Instead, wait for everyone to spawn, select the 'Follow me' order and pile in together. Alternatively, leave your team to soak up the bullets and take the glory for yourself by steaming in over their lifeless corpses.

2 COVERING FIRE

If you're not the heroic leading type, order your grunts to attack, then back them up with a barrage of fire. On this level, stay partially hidden by the doors, and keep the oppositions' heads down with sniper fire. Once everyone's inside, the opposition'll fall back, letting you stroll in with ease.

3 REGROUPING

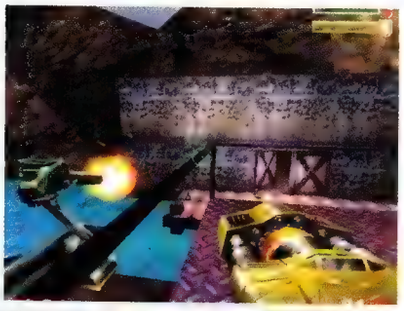
Once you've got to a suitable, easily defendable point, wait for your team to catch up before tackling the next section. In this level, hang about in one of the cabins, complete with handy pick-ups. When you've managed to collect your troops together, move forward en-masse, remembering to kill all in your way.



4 DEFENCE

Find a bottleneck next to a convenient supply of ammo, then tell your crew to attack the enemy. As soon as the combat reaches you, lay down the fire indiscriminately.

If there's more than one path to the objective, go to one and give the order to 'Hold this position', then defend the other yourself.



GOD-LIKE!

OK, if you follow our advice you'll be able to show your mates a thing or two on Unreal Tournament – the game will be out at the end of March, so learn these techniques and give everyone a right royal shock on your very first go...

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ISSUE #01

October

PREVIEWS include: Metal Gear Solid 2, WipEout Fusion, Z.O.E. **REVIEWS include:** Tekken Tag Tournament (NTSC), RR5 (NTSC), Fantavision (NTSC), DOA2 (NTSC), FIFA 2001 (NTSC) **PRO TIPS include:** Tekken Tag, SFEX3 **PLUS:** FREE World Exclusive MGS2 video (PAL)

ISSUE #02

November

PREVIEWS include: Star Wars: Starfighter, MGS2, Onimusha, Z.O.E. **REVIEWS include:** Jikkyou World Soccer (NTSC), Dynasty Warriors 2 (NTSC), TVDJ (NTSC), X Fire (NTSC), Armored Core 2 (NTSC), Surfroid (NTSC), Men in Black (DVD) **PRO TIPS include:** Tekken Tag, DOA2

ISSUE #03

December

PREVIEWS include: The Bouncer, Silent Hill 2, Gran Turismo 3, Unreal Tournament, Shadow of Memories, Oni **REVIEWS include:** Wild Wild Racing (PAL), Silent Scope (PAL), Smuggler's Run (PAL), Midnight Club (PAL), Silpheed (NTSC), G-Saviour (NTSC), Fight Club (DVD) **PRO TIPS include:** Tekken Tag, SFEX3, Midnight Club **PLUS:** Two FREE giant Tekken Tag flyposters

ISSUE #04

Xmas

PREVIEWS include: Z.O.E., Summoner, Gran Turismo 3, MDK2 Armageddon, WipEout Fusion **REVIEWS include:** TimeSplitters (PAL), Ready 2 Rumble: Round 2 (PAL), Madden NFL 2001 (PAL), ESPN International Track & Field (PAL), ESPN Winter X Games (PAL), NHL 2001 (PAL), ISS (PAL), Moto GP (NTSC) **PRO TIPS include:** SSX **PLUS:** FREE A-Z Tips book, FREE USB port protector

ISSUE #05

January

PREVIEWS include: 2001 Preview Special – The Bouncer, Resident Evil: CVC, The Getaway, Silent Hill 2, Unreal Tournament, Dropship, Onimusha **REVIEWS include:** DOA2 (PAL), Theme Park World (PAL), Rayman Revolution (PAL), Disney's Dinosaur (PAL), X Squad (PAL) **PRO TIPS including:** SSX, TimeSplitters, Ready 2 Rumble: Round 2 **PLUS:** PSM2 DVD #01, featuring: GT3, MGS2, Onimusha. SSX tips, PS2 media extras (not available in USA)

ISSUE #06

February

PREVIEWS include:
Formula One 2001, Bloody Roar 3, Grand Theft Auto 3, Dark Cloud, 7 Blades, Project Eden, Sky Odyssey, Evergrace, Kengo, Knockout Kings, Shadow of Memories
REVIEWS include:
The Bouncer (NTSC), Donald Duck: Quack Attack (PAL), Moto GP (PAL), Armored Core 2 (PAL), Cool Boarders: Code Alien (NTSC), Dance Summit 2001 (NTSC), GI Jockey 2 (NTSC)
PRO TIPS include:
TimeSplitters, SSX, Dead or Alive 2, Tomb Raider: Next Gen
PLUS:
PSM2 DVD #02, featuring: Dark Cloud, GT3, Moto GP, The Making of The Third Place (not available in USA)

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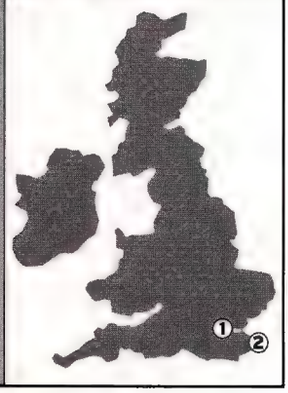

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ANY QUESTIONS?

From DVDs that don't, to Brad's lips going more than a little sloppy in Fight Club. We dose your splitting technical migraines...

FAQ BY: Daniel Griffiths

I have Sleepy Hollow on DVD, but halfway through it stops playing and a message appears saying UNABLE TO READ DISC, or it misses a chunk of the film out. Is there something wrong with my PS2 or the disc?

Sounds as if there's something wrong with your disc. DVDs are sensitive beasts and must be treated with the utmost of care. The disc actually playing, *then* finding a problem halfway through would imply that there's a great big hickey or scratch on your disc. If it's a new disc take it back for a replacement.

The Toy Story Disc 3 (which I got free in the Toy Story 1&2 pack) won't play on my PS2 (it won't play on my PC either). I've changed the disc three times now and it still doesn't work.

A familiar complaint and we're afraid to say that yes, the Toy Story third disc simply doesn't appear to play on PS2. Likewise we've had problems on a PC and Mac. The PS2 was UNABLE TO READ DISC at the start and the computers pulled up the same menu regardless of which one was chosen at the start. Only a dedicated under-the-TV DVD player managed to play it all successfully.

It seems that the fault lies with the disc. We've had lots of complaints about it. Obviously, it's over-stepping the boundaries of DVD compatibility, making it incompatible with certain hardware – PS2 included. At present there's nothing else to do but take the box-set back to the shop for a full refund, or make do with being unable to play one disc until you get a second, more Toy Story disc three-friendly DVD player.

As there's no Parallel I/O port on PS2, how can I connect a PSone Explorer cheat cartridge?

Simple. You can't. The various cheat carts were never officially-backed Sony products, and so were barely tolerated by them. In the last generation of PlayStation and, indeed, on the PSone, they removed the port that they themselves had never used and at a stroke ruined the market for third-party cheat carts.

Unfortunately this spoil-sport attitude has been carried over for PS2 and, once again, there's no expansion port to plug the cart into.

In PSM2#05 FAQ, you clearly state that you can play Video CDs. It certainly doesn't play any of the 15 titles I have. They play fine on a Samsung 709 DVD player, but on PS2 I just get a pink mist and a message asking me to insert a PS2 format disc. Any ideas?

Contrary to the technical information we received at the time (prior to the UK machine's launch in November) the PS2 doesn't play Video CDs. Please accept our, and Sony's, sincerest apologies.

I don't have a widescreen TV or surround sound, but I've been a little frustrated that I can't get sound through my hi-fi, as I could with PSone. Could you recommend something I could integrate with my existing amp to give me digital 5.1 sound. I believe Yamaha do a pre-amp/digital processor. Will I need extra speakers?

OK, There's actually a host of extra options you can employ to boost your sound. Here they are, from the simplest to the most expensive:

Firstly just use the lead you got in the box. However rather than plugging the red and white leads into the SCART block (alongside the yellow connection) as you would do normally, plug these into a spare input on your hi-fi. You can rip them back from the yellow lead to allow it to reach your stereo. The input on your stereo can either be an empty AUX input (or some such) or if you've no spare slot pull out the connection to your CD player, or tuner/turntable, and pop in the PS2's red and white leads instead.

Slightly more expensive (and requiring no alteration to your prized in-box lead) you can buy an unofficial SCART lead featuring composite video (yellow), left audio (white) and right audio (red) outputs along the lead. Now take a lead from the red and white connections to your stereo, as above.

To get at the proper surround soundtrack recorded on practically every DVD however, you're going to need something rather more complex than a new bit of wire.

Most modern DVDs carry six channels of sound, five speakers (two front, a centre, two rear and a subwoofer channel). To get these out of your PS2 you'll need a decoder box that'll take the digital output from the PS2's digital output socket and turn it into six speaker outputs. In short, the pre-amp/digital processor you mention. You can buy decoder boxes (that simply take the digital stream at one end and feature six unamplified outputs), but better still (and more common) are AV amps that result in six speaker sockets ready for the plugging in of five speakers (all identical) and one for the bass-heavy subwoofer.

You can pay a fortune for these things – £400 for the decoder amp and another £400 for the six speakers – but a cost-effective way of getting luxurious surround is to purchase a 'Dolby Digital' PC speaker set of the type made by PC speaker giants Creative Labs. The PlayWorks DeskTop Theatre 3500 Digital system for example will cost you around £200 but features everything you need right there (including a remote control). Full review shortly.

Any idea why the panscan feature on widescreen DVDs doesn't work? I have a non-widescreen TV, and the picture is presented in a narrow strip about 3/5ths of the screen's height and I'm left squinting. Any idea how to get panscan to work while I save for a widescreen TV?

What you're enjoying there is the full and fantastic benefits of

the widescreen format. A few years ago it was decided that the act of cutting off the edges of the wide cinema image in order to fit it on a dumpy four-by-three ratio TV was a terrible crime. Since then we've all gone widescreen mad and as such, a new format – like DVD – is populated by movies almost exclusively in widescreen format. You mean to say you want the magnified, edge-losing 'pan and scan' old-style movies back? While the image is indeed larger, having the visible image dart from side to side to show both sides of a conversation – the 'pan and scan' you refer to – looks pretty arse these days.

Of course the widescreen image looks saucier on a widescreen TV, but it's not that bad on a standard TV is it? Either way, unless the disc features a complete pan and scan 4:3 version of the movie on the disc too you'll just have to do with widescreen movies.

Will the Japanese DVD upgrades reach the UK and sort out the RGB/Green screen nightmare?
Sony have assured us that the 'green screen nightmare' will *never* be cleared up simply because they don't view it as a problem. The outcome of the whole 'PS2 doesn't play DVDs in full proper RGB colour' farrago is that, yes, indeed, like around 10% of DVD players the PS2 doesn't play DVDs in full, proper RGB colour. A great shame and one which – as you rightly say – the Japanese don't have to put up with. Seems that we'll just have to make do. But hey, it's worth remembering that the DVD playback of PS2 is still well up to scratch – just not as good as it could have been.

Will the optical link on PS2 enable you to record audio to minidisc?
Yes, the lead you need to connect to the digital output is the amusingly named Toslink. You can pick up one of these leads for about a tenner at your local hi-fi store. Don't let the commision-famished nut behind the counter talk you into buying a more expensive 'better quality' lead – it's digital: it doesn't get any higher quality.

Is it possible to connect my PS2 to a PC monitor? The monitor has a D-sub mini 15 pin connector and some BNC inputs. Is there a VGA converter box available to do this?
No, not without extra hardware anyway. You're right in saying that you'll need a VGA converter box. These boxes will take a composite video connection from your PS2 (via the lead that you got in the box) and magically make it appear on your monitor screen. However it's worth remembering that just because it's on a PC monitor the quality won't be any better. The composite input and converting gubbins will take the edge off the image so chances are you're better off with your TV. Still, if you want a VGA box you can pick them up from specialist electronics and computer shops for about £50.

Is anyone aware that the lip-synching while watching DVDs on PS2 goes haywire half-way through a film, as an Editor for Sky Television I reckon it could be out by as much as 12 frames – trust me, this is unacceptable.
In the words of Michael Jackson: you are not alone. We've had bus-loads of e-mails and letters about this and it's true, certain discs on certain machines will lose synchronisation between the image and the sound. As the movie plays the two become increasingly out of whack, becoming noticeable around the half-hour mark. The weird thing is that it seems entirely random which discs are affected. The solution is simple however – pause the movie for a split second with the START button on your joypad and then un-pause it. Voila – back in synch. Any joypad activity, fast forward, rewind, etc, will pop it back on track. No real hardship then, but not the sort of thing you expect from something you just paid £300 for.

One solution mooted by Sony's own helpdesk is to turn off the Digital Output in the DVD menu (press SELECT when playing a movie to get at it), but this doesn't seem to work, and if you're using the Digital Output with a surround amp, it's totally impractical.

We'll keep you posted as to any developments but it appears that Sony would have to upgrade the DVD player software with a new disc (hopefully distributed free) before we see any improvement. **PSM2**

WHAT THE HELL IS A FRAME-RATE?

Advanced PS2 science with the apes from the future

LABORATORY ASSISTANT:

CASE STUDY

Fewer PS2 games have shown the benefit of a high frame-rate than Free Radical Design's slick first-person shooter *TimeSplitters*. Although the game's time zone themed levels are often quite basic, the blistering 60fps rate everything shifts at makes for an intense shooter that harks back to the fire-and-forget-days of *Doom*. And it keeps the pace up in four-player split screen Deathmatches.

Now then, we've chatted enough on the subject and found out that they're complicated things. We wanted to find out how it all works and how frame-rate as we perceive it is different to, say, the frame-rate of a movie. Over to my colleague in charge of explanations...

How so, Master?

So, tell us why we need these 30 extra frames to make a game run smoothly.

But didn't you tell us in PSM2#02 that games use motion blur?

So why don't developers try to use this blurring between frames in games like the human eye?

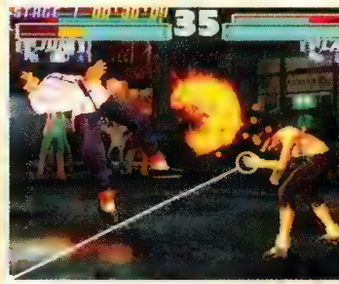
So what's the answer?

ANIMAL TESTING!

Ignore the red flashing light and sirens, you're more than welcome to enter the restricted area of our lab and check out some hot frame-rate action. Don't concern yourself with the smell of burning hair, that's, er... my smoking jacket.

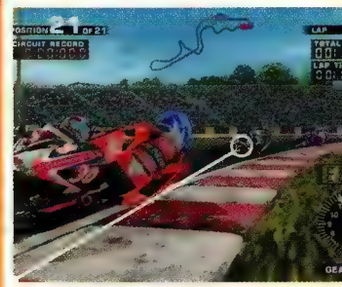
RIDGE RATE: Most of *Ridge 5's* appeal comes from its blistering 60 frames per second speed. It'll strip the enamel from your teeth.

ZIMMER FRAME-RATE: Alas, in two-player everything slows down. Ridge City Welcomes Careful Drivers.



I WAS BLOCKING THAT! *Tekken Tag's* scraps need the responsive, flowing movement that you only get from a nippy frame-rate.

FRAME FLOUTAGE: If there's one PS2 game that'll need to go like a cowpat flung from a tall garden cane it's *WipEout Fusion.*



MOTO GEE-WHIZ: The frames fly by in *Moto GP.* It's enough to have you running around the room making motorbike noises. Possibly.

BOG READ

"PSM2 MEETS NUMBER TWOS - THORNY ISSUES EXPLORED ON THE THRONE"

INVESTIGATOR: Tim Weaver

DELAY STATION

Why you're promised games – and why they don't appear. PSM2 investigates the PS2 Slippage epidemic...

Tuesday 16th January. 10.34am. An e-mail arrives from Sony's Japanese office announcing that *Gran Turismo 3*, originally scheduled for February 15th in Japan, is to be delayed until April – and until "early summer" in the UK, probably early June time. Sony are predictably apologetic: "We cordially ask for your understanding (and) our apology also goes to the customers who have been eagerly waiting for *GT3*. We kindly ask for their further patience."

So, that's twice – once 'officially' – that the PS2's much anticipated *Gran Turismo* threequel has been delayed. The first time, Sony indicated off-the-record that *GT3* would make the launch of PlayStation 2, only to push the release back to March and then forward to February. This second time, it's a confirmed slip of over two months, backed by an apology and no explanation as to why a seemingly 95 pecent finished game should be delayed by 60 days.

Frustrating, isn't it?

ARRESTED DEVELOPMENT

But, we'd imagine, not the first time a game you've had your eye on has inexplicably shifted release dates. With its relatively short shelf life the PS2 hasn't as yet been privy to a delay of, say, *Zelda 64* proportions (games-free N64 owners had to wait a staggering *three years* and nigh on 10 delays before *finally* getting their hands on Miyamoto's classic), but already we're seeing an interesting pattern emerging: 2001's 'big' titles – *WipEout Fusion*, *Dark Cloud*, *Metal Gear Solid 2* – have all been pencilled in for 'quarters' (industry speak for the four different yearly segments) rather than specific days.

As a result, *WipEout's* second quarter release could be any time between April and June, while *Dark Cloud's* fourth quarter debut could be October, November or December and *MGS2* could, quite possibly, slip to Q1 2002, depending on how development goes for Sony and Konami respectively. And the reason? By steering clear of specific release dates (and the promise of a specific *day* for a game's release) development can *afford* to go wrong. Essentially, a quarter release is an insurance policy.

In truth, quarter release dates have been around for a while, but even the breathing room these three month periods allow hasn't prevented hundreds of key games from continually slipping from one quarter to the next. The worst offenders are often the games that are most hyped – from the very beginnings of the gestation period developers and publishers are keen to push the game, releasing shots and footage (often mocked-up to make the game look more finished and, subsequently, fooling the world into thinking the game is further along the development cycle than it actually is), while the games press are understandably keen to lap it up. In the fervour, publishers often feel the need to promise a release, and that's where the problems begin: if *Metal Gear Solid 2*, for example, *does* make its originally proposed fourth quarter release, it'll be a miracle of planning and organisation... but, judging by what Hideo Kojima and his team want to include in the game, it'll take more than the next 11 months to finish it.

DEALS OF STEEL

So, why come up with a release date if you've absolutely no hope of making it? Dave Perry, the man behind *MDK* creators Shiny, thinks a preliminary release date is often agreed simply as a means to ensure the developers – many of whom won't have anyone to publish and market their game when they come up with an idea – get a publishing deal: "Usually it's the developer saying when they 'think' the game can get done. Then the developer conveniently changes their mind when they think they're about to lose the deal."

And if you're already tied to a publisher? "Dates are usually defined and agreed upon by both parties, the developer and the publisher, in the original contract," says Fred Markus, Design Director at Angel Studios, the outfit behind *Smuggler's Run* and *Midnight Club*. "Then, if the game gets delayed, there can be 'add-ons' to the contract. It's all negotiations."

"USUALLY IT'S THE DEVELOPER SAYING WHEN THEY 'THINK' THE GAME CAN GET DONE. THEN THE DEVELOPER CHANGES THEIR MIND"

Thing is, whether you're negotiating or not, stuff can go wrong.

"Tackling new technology beyond the capabilities of the core team often leads to delays," says John Botti, President of *Tomorrow Never Dies* developers Black Ops. "Design changes tend to delay a game, as well as *over-designed* games and games that have a large scope and new engine technology to develop. We had a project go into development in 1996 as a PC game, which then changed 12 months later. Then, design changes occurred when a producer shuffle happened at the publisher after another nine months of development." And did it have an effect on the end product? " Fortunately not. The game sold two million units."

That game was *Tomorrow Never Dies*.

SUSPENSION AND DISBELIEF

But not everyone is so lucky. Who remembers *Hearts of Darkness*, the Infogrames-developed 2D platformer that, when it was first announced in 1995, promised revolutionary visuals and incredible animation? Four years later, after continuous reworking, delays into the double figures, a switch of consoles and an *amazing* level of investment by the French publishing house (insiders put the total cost at around £4 million), it appeared to awful reviews and sold virtually nothing. The game was out of date – and, for punters, out of mind.

Delays in game development, it seems, are inevitable – but can they be avoided? "Of course," says Dave Perry. "Simply, you plan ahead, monitor continuously and have producers that know the best path, and that understand the technical and emotional needs of the staff."

But, Fred Markus isn't so sure: "It's really hard. I think the more experience your team

MIND YOUR LANGUAGE

In the past, delays have occurred during the translation of games from Japanese to English, and this costs companies money. However, publishers are rapidly realising that there's money to be made from a *simultaneous* release. As a result, America and Europe are now viewed as important a market as Japan, which is why more games are introducing English voice-acting as standard alongside Japanese subtitles.

has in making games, the better they can estimate how long it's going to take to finish a product. That said, even seasoned developers can underestimate the amount of time it takes to debug a game, to tune it, to build code. New hardware can come later than expected or some of its software libraries and tools haven't been debugged by the manufacturer properly."

PLEASE RELEASE ME

There're three core reasons why a game will slip: one, the development team are working with new technology; two, part, or all, of the team haven't worked on a game before and are therefore learning the ropes as they go along; or three, the team were attempting to be too ambitious in too short a timescale. Probably, any of these excuses are acceptable, although the third possibly strikes more of a chord with gamers. If, for example, *MGS2* is delayed, you'll know it's because the developers are attempting something brave and exciting. The same will be true of *GT3*.

"I believe if the game is being made better, it's worth the delay," reckons John Botti, and – as hard as that message is for gamers to stomach – it's a sentiment being echoed throughout the development world. As more and more money is invested in projects developers want to ensure their game is as good as it can be, while publishers want to ensure they'll make their money back.

Get ready, then, to get delayed. **PSM2**

A BRIEF HISTORY OF SLIPPAGE...

IF YOU'RE STILL SUFFERING FROM THE NEWS OF GT3'S DELAY, TAKE HEART FROM THESE DELAYED GEMS...

Frontier

David Braben's epic sequel was first conceived shortly after *Elite* debuted on the BBC. But it took him until two-thirds of the way through the Amiga's life to create follow-up, *Frontier*.

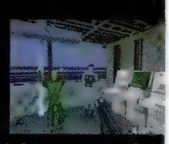
Yoshi's Island

Nintendo games have a special affinity with delays, and their exceptional SNES *Mario Bros* sequel saw more slippages than a herd of pensioners on a mid-winter sticky bun-run. The results were worth it.

Gran Turismo

It's a little known fact that the first *Gran Turismo*'s release date slipped a couple of times – the only reason people didn't notice was because no-one realised how good the game would be.

GoldenEye



Pales in comparison to *Zelda 64*, but Rare's Bond game was once mooted as a launch game for N64. A year and a bit later it revolutionised first-person shooters... and is still selling.

Unreal Tournament

A delayed game that has nothing to do at all with problems in its development. Instead, the relative poor availability of PS2's ensured a March release.

BOG MOUTH!

HEAVY DELAYS

The industry's most, and least, conscious time-keepers on what makes a delay and how you go about stopping one...

"Games that we've made that've been late have mostly been late due to us not planning efficiently from the start. In the old days, that was just fine – I published endless games that way. In those days if you were late, you were late by a month, so it didn't matter.

These days if you're late, you're late by a year! So I look at production more like a movie now. The job they do is ten times more complex than ours yet when our talent is getting paid $10 million, you need to get organized. Some videogames are heading (the way of the movies), so it's inevitable. And anyway, you *have* to get organized because, quite frankly, it's just too expensive to keep high-end developers sitting around for an unexpected 12 months."
Dave Perry, President, Shiny Entertainment

"From a game designer's point of view, delays are great as they allow us to continue the fine tuning of the game. Everybody else hates delays, of course. For gamers, I think it all depends on the end result: if you've been waiting forever and the game comes out and is average, then you'll deservedly get slaughtered. If the game comes out late but is great, then all is forgiven."
Fred Markus, Design Director, Angel Studios

"Picture perfect planning prevents piss-poor performance."
John Botti, President, Black Ops

"People just want to play the game, so it's a let-down to hear they have to wait longer. Their patience disappears when they're told to wait another year. With [PC game] *Sacrifice*, we kept quiet until it was ready to be played and that worked well for us. So I think it's negative to promise and not deliver, and positive to surprise them with how soon they'll have it."
Dave Perry, President, Shiny Entertainment

NEXT MONTH

WE'RE GONNA TELL YOU A STORY...

Next issue, Bog Read! be investigating the world of the videogame script writer... yeah, we know – cushiest job around. But we suspect there's a tale to tell somewhere. Send us your opinions
PSM2@FUTURENET.CO.UK

"Konami weren't really against it – a few people did say: 'Where're the monsters? Fighting? Guns?' Mostly guys."

JUNKO KAWANO

DIRECTOR OF SHADOW OF MEMORIES

Talks to Joel Snape

When PSM2 was invited to Heidleburg in Germany for the launch of Konami's *Shadow of Memories*, we were more than a little apprehensive. After playing the destiny-defying game long into the night, we were all too wary of looking at the pretty scenery in case we got shot, stabbed, run over or pushed off a cliff while doing it. Still, we wanted to talk to the woman who's behind one of Konami's most innovative PlayStation 2 games – we had a word with a conveniently spooky fortune-teller, and jumped on the next available plane...

ONE OF SHADOW OF MEMORIES' STRONGEST POINTS IS THE PLOT, AND THE CENTRAL TIME-TRAVEL IDEA. WHERE DID YOU COME UP WITH THEM?

When I was a student, I found Goethe's Faust in my college library. In that, Faust goes through a lot of things, and in doing so learns how to live. I've been thinking about the story since then. I've also read a lot of time-travel stories and seen a lot of films, but things like the time-travel tube's typical of many films, not any particular one. I quite liked *Chrono Trigger*, but generally there aren't that many time-travel games around.

DID YOU HAVE ANY DIFFICULTY IN GETTING KONAMI TO ACCEPT IT?

When we came up with the game, Konami had just made the very bloody *Silent Hill* and wanted something quite different, so they weren't really against it – although a few people did ask: 'Where're the monsters? Fighting? Guns?' Mostly guys.

ONE THING THAT SILENT HILL AND SHADOW HAVE IN COMMON IS THAT, ALTHOUGH NOTHING HORRIFIC HAPPENS AT THE START, THERE'S DEFINITELY A FEELING THAT SOMETHING STRANGE IS GOING ON. IS IT DIFFICULT TO CREATE A CREEPY ATMOSPHERE WITHOUT RESORTING TO SHOCK TACTICS?

When you play the game, you'll notice that it isn't that bad at the start – but the feeling of uneasiness gets worse as you find out what's going on. We were aiming for that, but it wasn't there at first – we had to work hard to implement it.

PROFILE
SHADOW OF MEMORIES

NEED TO KNOW

- It's being produced by Gozo Kitao, who also directed the original *Silent Hill*.
- It's been in development for two and a half years, and was originally intended as a PSone game.
- It's (very) loosely based on the story of Faust, a German doctor who sells his soul to the Devil.
- It was originally called 'The Day and Night of Walpurgis' – another reference to Goethe's Faust. Walpurgis Night traditionally comes before Mayday, a time when witches celebrate. It's named after St. Walpurgis, a nun who became a German missionary.

WAS THERE ANY PARTICULAR REASON YOU CHOSE GERMANY AS THE GAME'S SETTING?

We didn't want the setting to be a city you could find on a map, so we created our own out of the most interesting parts of several German cities. Also, I wanted to come to Germany myself, and research was a good excuse.

CERTAIN PARTS OF THE CITY, SUCH AS THE CHURCH AND SQUARE, SEEM VERY SIMILAR TO HEIDLEBURG...

They're not directly based on them, although the architecture's similar. There's a museum of old artefacts in Heidleburg, though, and some of the exhibits there inspired the sections of the game involving alchemy.

HOW DO YOU THINK JAPANESE GAMERS WILL REACT TO A GAME WITH SUCH A EUROPEAN FLAVOUR?

We're trying to create a new market for story-oriented adventures on PS2. We don't think that the Japanese will refuse to accept it, but we're really aiming at Europe.

WHAT'S YOUR TARGET AUDIENCE?

In my mind, the target audience is people who read books and novels who wouldn't normally play games – although they'll undoubtedly like it as well.

DID YOU WANT IT TO APPEAL TO FEMALE GAMERS?

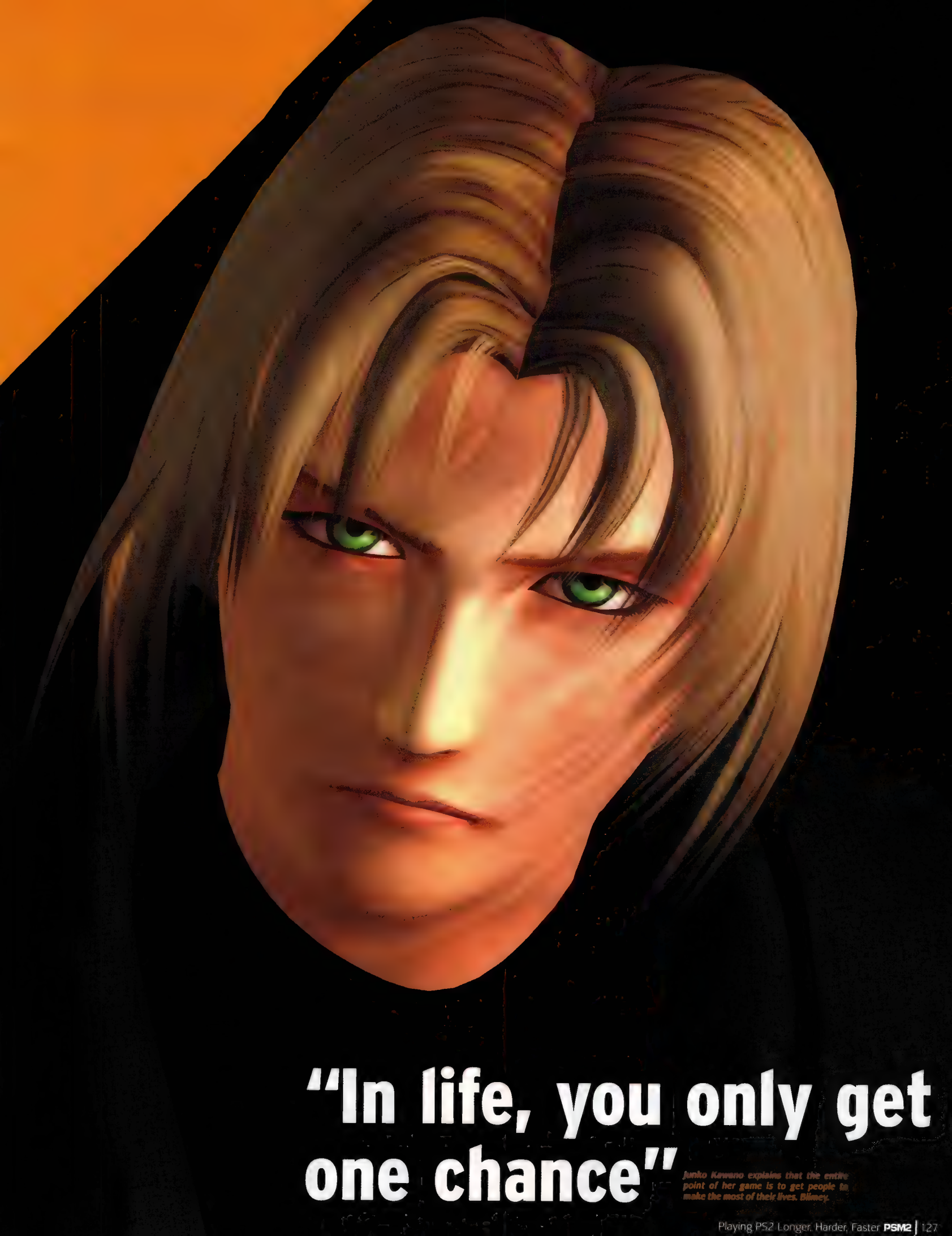
I didn't leave out monsters and guns specifically to appeal to female gamers – although I think the female characters are stronger than ones you'll traditionally see.

WHY DO YOU THINK THERE AREN'T MORE WOMEN INVOLVED IN MAKING GAMES?

The industry just started out with more men – which is why so many more are at the upper levels. We'll definitely be seeing more women involved in games in future.

WERE YOU INFLUENCED BY ANY FILM DIRECTORS?

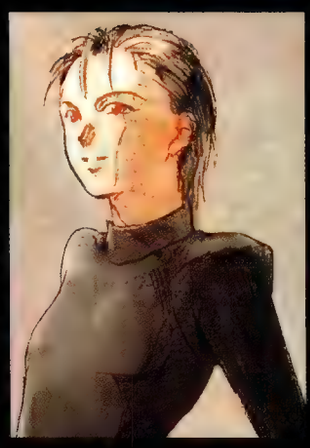
Not especially. The storyboard designer comes from the Japanimation industry – so you'll probably see influences from that in terms of camera angles and so on. ▶



"In life, you only get one chance"

Junko Kawano explains that the entire point of her game is to get people to make the most of their lives. Blimey.

JUNKO KAWANO



▸HOW'VE YOU FOUND WORKING WITH PLAYSTATION 2? AS DIFFICULT AS SOME DEVELOPERS HAVE INDICATED?
This is the first game we've worked on for the PS2 – hence it's been a learning process. It's better for certain things than for others – using large numbers of polygons on each character was never a problem, but implementing wall textures and so on sometimes was.

IS THERE ANYTHING YOU WANTED TO PUT IN THE GAME BUT COULDN'T?
We originally wanted to show rainfall splashing off the character, but we eventually decided not to. It was possible, but it would've used processing power that could be better used elsewhere.

DO YOU ALREADY HAVE PLANS FOR YOUR NEXT GAME?
Not really. Of course, we'd always like to do a sequel.

HOW WOULD THAT WORK? WOULD IT INVOLVE THE SAME IDEA WITH A COMPLETELY DIFFERENT SET OF CHARACTERS?
No, I think it should have a relationship to this game – but there's nothing else to add to the current story, as you'll know if you play it through enough times.

WHY DID YOU CHOOSE THE PARTICULAR TIME ZONES IN THE GAME?
The best way to answer that is to focus on the medieval zone. The motif of Faust, and the inclusion of alchemy meant that we wanted this zone. There's also a zone from 20 years ago, included because we wanted to show an event that happened then, and a zone 100 years ago, because we wanted to show the player's ancestors.

IS THIS KONAMI'S ATTEMPT TO MAKE AN INTERACTIVE NOVEL, AND CAN WE EXPECT TO SEE FUTURE GAMES USING SIMILAR NARRATIVE TECHNIQUES?
One of KCE Tokyo's focuses will be digital novels and story-oriented games. I don't know any specific details, but I'm sure we'll be seeing many more games of this type in the future.

IS THERE ONLY ONE PARTICULAR WAY TO COMPLETE EACH LEVEL?
There are several chapters which include more than one way to escape your death, but in some levels you're restricted to one path.

HOW IMPORTANT WAS THE VOICE-ACTING AND MOTION-CAPTURING TO THE FINISHED LOOK OF THE GAME?
All the movement in the game is motion-captured, and we had around twenty voice-actors in our cast. Also, we had to make sure that when Eike meets an older version of the same person, that person's played by the same actor.

HOW HAVE YOU USED THE EMOTION ENGINE'S POWER TO MAKE A MORE INVOLVED GAME?
Rather than being just there for effect, we've used facial expressions to give you hints on how to play the game – if someone looks angry or upset, for instance, that gives you a clue how to handle them.

The game is supposed to be about how to change destiny – but the idea is to encourage the opposite feeling to the game.

I wanted players to understand that in life, you only get one chance, then you die, and a lot of people who've tested it tell me they've experienced that feeling.

The game's about living life to the fullest. It's not about facing death so much as how you want to live. **PSM2**

ORDER AMONGST CHAOS

Game designers. Where do they get their ideas from? Join us, as we analyse Ms Kawano's desktop clutter to find the answer.

CLOWN: Sinister entertainers – a must for any horror game.
CAT: Appears in the game as a small child's pet. Miaows.
PINK TEDDY: She's got hundreds of them. But *why..?*
PENGUIN: Possible reference to Fight Club. Or Pingu.

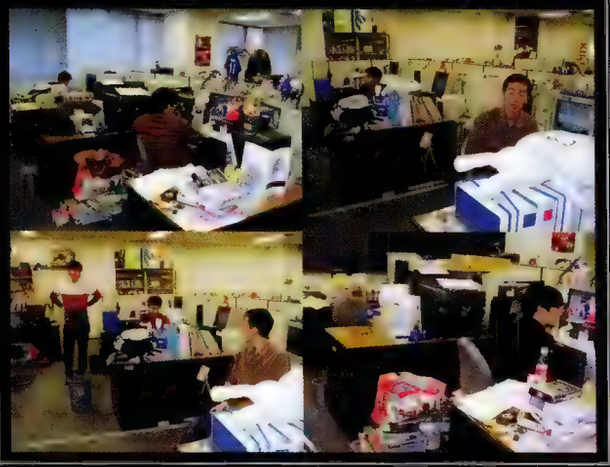
WHO IS JUNKO KAWANO?

SHE'S COME OUT OF NOWHERE TO DIRECT ONE OF KONAMI'S MOST INTRIGUING GAMES. BUT WHO IS SHE?

- She's Konami's only female game director
- Her previous credits include *Suikoden* on PSone, as
- She makes up part of the providing
- ...srit averse to sampling dairy produce in its many other delicious forms. Allegedly

ANOTHER DAY AT THE OFFICE

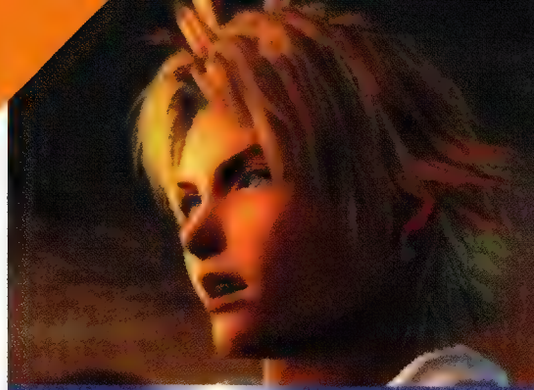
The *Shadow of Memories* team started with around six members at the start of production, but eventually expanded to include nearly 40 people. As you can tell from the mounds of junk-food wrappers everywhere, working hours could become a little irregular.



GERMANIC STREET PREACHERS

Heidleburg – a city full of history. And red flowerbaskets. The *Shadow of Memories* team made several photo-research visits to Germany, but also found time to eat hotdogs and pose in medieval punishment devices. Who'd be a games designer, eh?

DON'T MISS THIS!



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PSM2 #08 ON SALE MONDAY 26 MARCH

GOON WITH A VIEW

Time for the public face of thuggery to get out there and, er... face their public.

BY: Danny Wallace

Now, we're no fans of the ridiculously-haired disc jockey and kids' TV presenter Pat Sharp, but in 1995, when we bumped into him at the Future Entertainment Show held in London's Olympia, we couldn't help but ask for an autographed photo.

We didn't want it, we didn't need it, we certainly didn't want to show it to anyone, and yet we asked for it. Such is the whoreish lure of celebrity.

In our years, we've also picked up the monickers of Barbara Windsor (when she was opening a branch of Somerfield in Loughborough in 1988), Michaela Strachan (who we sat opposite on a train from Bristol to Slough), and Andy Crane (who we wrote to, *specifically requesting* the photograph we later received).

Now, no matter how much we would later come to ridicule each and every one of these very special celebrities, they were, at least, accommodating. They were friendly. They were there.

JUSTICE DESERTS

The problem facing *videogames* characters, and in fact the majority of fictional people, is that they're so very unaccountable for their actions. Wouldn't growing up in the era of the 16-bit have been better if you'd been given the chance to say "Hey, Dr. Robotnik... slow down there, little fella. We really think you should put all those tiny animals back where they belong, and then take a good hard look in the mirror, mister...".

Maybe then we'd all have had a few less nightmares about the frightening Dr. Robotnik and his evil plans for world domination.

So we wanted to bring a bit of accountability to PlayStation 2. We wanted people to be able to meet a proper, made-up videogames character, and to have a bit of a chat with them; to ask their questions; to get an autograph if need be; to air their grievances. We think it would be good for us.

The one obvious problem was: where did we get a bloke who doesn't actually exist? It became clear that we'd have to impersonate one. Who knows what they look like when they're not in the game? It's all make-up and mirrors, after all, isn't it?

MIKADON'T

So we chose Duaragon C. Mikado, from *The Bouncer*, who's 26, and 6'2". Now, one of us is only a couple of years away from being 26, and about the same height, so we hoped that this would be enough to convince people that they were the cold-hearted millionaire leader of the multi-conglomerate Mikado Organisation. Surely if they said we were lying, we could just say 'no we're not', and that would be the end of the argument.

So now that we'd worked out the tricky nuts 'n' bolts of the operation, we next had to find out where we could organise our 'public appearance'.

Immediately, it hit us. According to the game's manual, Duaragon's sister spent some time at the Dog Street Hospital, where she was a bit mistreated. Perhaps we could use that as a bargaining tool. But where was Dog Street? Well, nowhere. Not in London, not in Britain... in fact, the only Dog Street we could find was in Japan, and that'd be, like... *crazy*.

But it's possible that the game's creators were forced to change the name of the hospital for legal reasons... a quick trip to the library provided us with a great lead... there's a *Dig* Street in Ashbourne, Kent. This *must* be the place — so we faxed the hospital nearest to Dig Street, with the following: "Hello. Hospitals have had a lot of bad press lately. I hope you don't want any more. I know that you have been mistreating cyborgs at your hospital, because my sister is one. I am a cold-hearted millionaire. If you let me make a public appearance at your hospital I will not go to the press with my cyborg story", and at the end of that, we put an e-mail address, a fax number, and a phone number where they could leave us a message. And do you know what? They still haven't gotten in touch. And that was *yesterday*! We assume they're holding crisis meetings about what to do if the cyborg thing leaks to the press.

But we weren't about to be put off. If others won't help Duaragon C. Mikado meet the people, we will organise it ourselves. For you, the people of PSM2 Magazine.

So... we've just made arrangements with the Bow Complex, on Fairdon Road, in East London (nearest tube: Bow Church). On March 11th 2001, one of us will be sitting in the meeting room of the Monarch Lounge, holding a sign that says "I am Duaragon C. Mikado. Hello". There're already a few homemade posters up around the Bow Complex, advertising our first public appearance.

PSM2 PROMOTIONS PRESENT

PUBLIC APPEARANCE

DAURAGON C. MIKADO

From PSX2's hit video console game "THE BOUNCER"

DAURAGON C. MIKADO, the cold-hearted millionaire leader of the multi-conglomerate Mikado Organisation will be appearing HERE at the Bow Complex, Fairdon Road on MARCH 11 2001 in the Monarch Lounge to sign copies of whatever you want, and also to answer your questions about unarmed combat and what it's like to have a cyborg for a sister.

ARRIVE EARLY TO GUARANTEE STANDING ROOM.

AD, MAN: It pays to advertise... especially when it's as cheap as this.

'AVE A WORD...

We'll gladly answer your questions about unarmed combat, and about what it's like to have a cyborg for a sister.

We'll provide this service free of charge, our only reward being the peaceful slumber of people who know they've brought something special to the world.

"IF ANYONE TURNS UP... CHRIST, BELIEVE US - YOU'LL MAKE IT INTO THE THE MAG"

Because for the first time ever, videogames characters will be accountable for their actions. If you don't like the way they kick, or punch, or squabble, or try to take over the world, you can come to us, pretend we're one of them, and tell us off. If anyone turns up... Christ, believe us – you'll make it into the mag...

Next month, we'll be pretending to be *Dead Or Alive 2*'s Lisa Armstrong.

But to be honest, we'll probably be staying in and doing that one on our own... **PSM2**

Hey... why don't you hire a function room and pretend to be your favourite videogame character?

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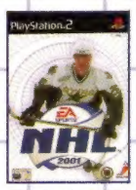

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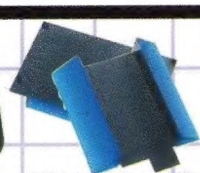

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PSM2

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PLAYING PLAYSTATION.2 LONGER, HARDER, FASTER

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